

French Forces

Great War

Mid-War / 1915-16

A Supplement for
Storm of Fire
Rules for 20th Century Warfare



Offered by Wasatch Miniatures and GAJO Games

<http://www.gajominis.com>

gajominis@aol.com



SPECIAL RULES – MID-WAR

ERA SPECIAL RULES – FRANCE

A French force has the following Special Rules in 1915-16 :

Half Platoons (France)–

The French Army found their large platoon structure cumbersome in action. The 1916 reorganization introduced the half platoon structure, with a sergeant commanding each half platoon, which were made up of 2 squads.

Up to two French Infantry squads may add a senior NCO, to represent the half platoon leader fighting with that squad. A squad with a senior NCO, and up to one additional squad within his influence distance, are within influence distance for activation.

NATIONAL SPECIAL RULES – FRANCE

Plus, a French force will have one of following national Special Rules:

L'Attaque (Senegalese) –

Senegalese units excelled in close combat.

Senegalese units with this special rule may re-roll one failed Assault Check in the first round of close combat.

They Shall Not Pass (French Metropolitan) –

The French were fighting for their homes, and they pressed on despite the odds.

French Metropolitan units with this special rule may re-roll one failed Aggression Check each time they engage in close combat.

Dedicated (French Colonial) –

Colonial units were highly motivated, and they tried to push through fire.

French Colonial units with this special rule may re-roll one failed Rally Check each time they perform a Rally action.

Grizzled Veterans (Foreign Legion) –

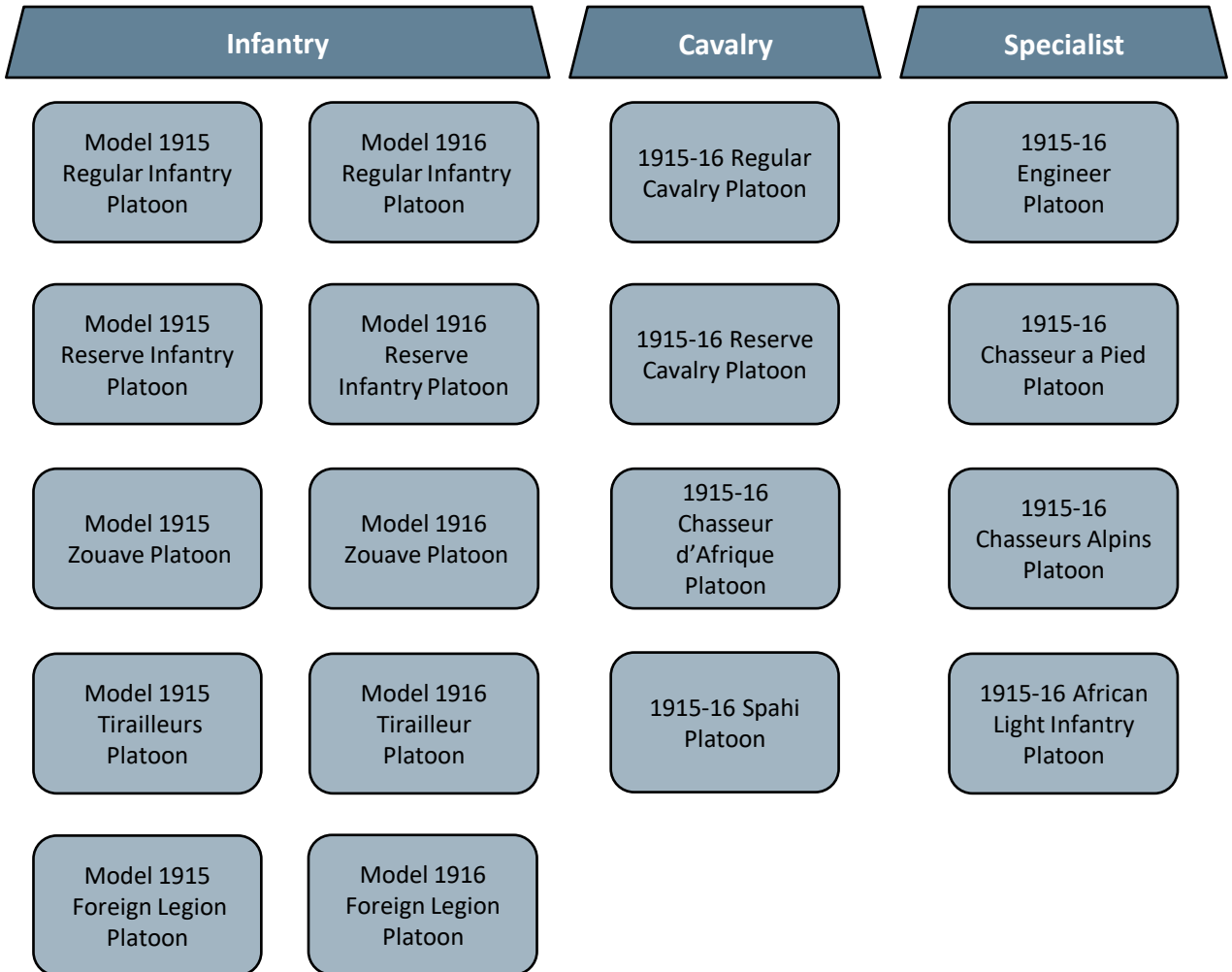
Foreign Legion units were built around a core of long service veterans, and they showed incredible tenacity throughout the Great War.

French Foreign Legion units are always considered within activation distance for the purposes of Activation. In addition, they are always treated as having 1 less suppression marker than they currently have.

Battlegroup Diagram



French Empire 1915-16

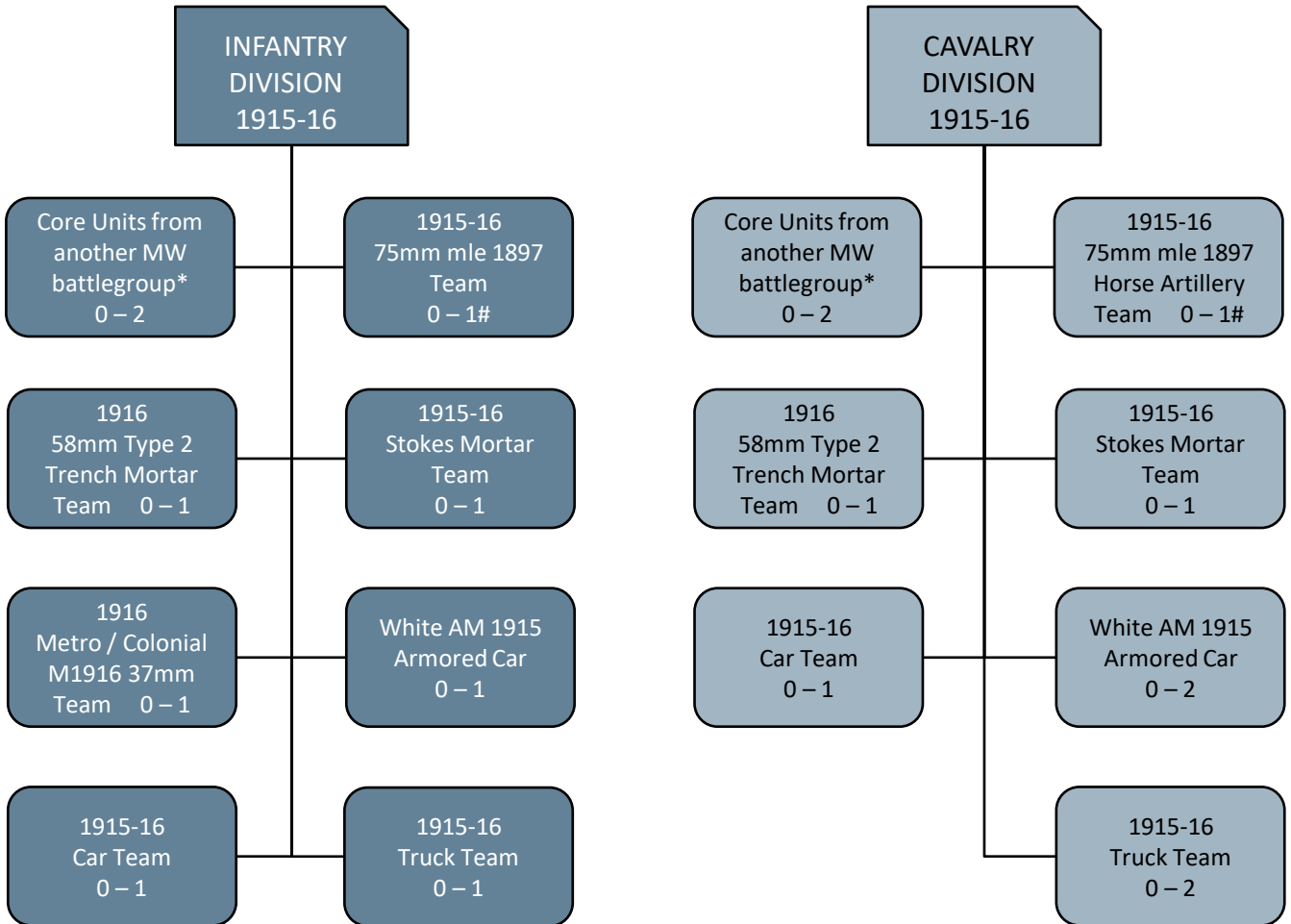


A force must include at least one Battlegroup,
but it may include more than one

Support Diagram



French Empire 1915-16



• = excludes command units

= Support Artillery

Infantry Battlegroups and Units

French Empire 1915-16



Offered by Wasatch Miniatures and GAJO Games

<http://www.gajominis.com>

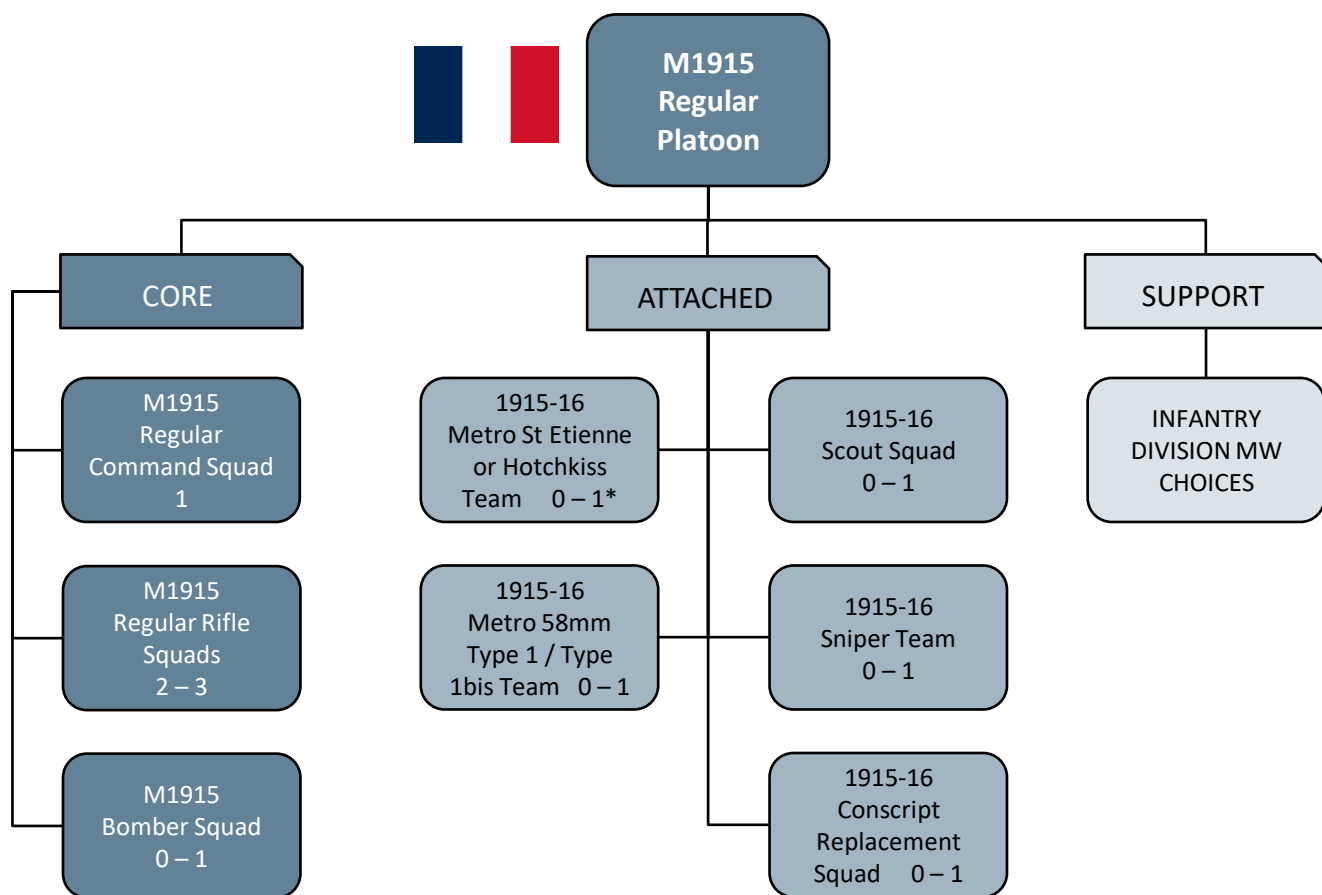
gajominis@aol.com



MODEL 1915 REGULAR PLATOON

National Special Rules – French Metropolitan only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

M1915 Regular Command Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, sword, pistol, improvised grenades			1	22	1	30
Downgrade Officer to Green			0 - 1	-10		
Downgrade Officer to Difficult			0 - 1	-5	0 - 1	-8
Upgrade Officer to Energetic			0 - 1	+8	0 - 1	+10
Upgrade Officer to Inspiring			0 - 1	+18	0 - 1	+22
Attached Staff Officer and Aide, pistols			0 - 1	23	0 - 1	28
Medic, unarmed			0 - 1	17	0 - 1	19
Comms Specialist (Level 1), pistol			0 - 1	17	0 - 1	19
Senior NCO, Lebel rifle			0 - 1	22	0 - 1	25
Add Riflemen with Lebel rifle			0 - 4	12	0 - 4	15
Upgrade Officer's pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Replace Officer's sword with CFW			Any	-	Any	-
Add improvised grenades for NCO and riflemen			Any	+1 ea	Any	+1 ea
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

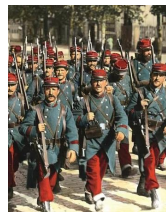
Morale

Rally 4+
Aggression 4+
Tenacity 4+

Formation

Attack +1
Recon 0

Infantry Unit



No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Lebel Rifle	24"	RF	RF*	-	5+		Unbalanced
Improvised Grenades	6"	1	1	+2	4+		Grenade, Improvised, Suppression

Unit Special Rules:

No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

M1915 Regular Rifle Squad

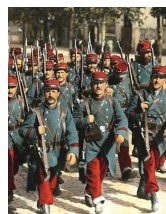


Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or Lebel rifle			1	109	1	133
7 Riflemen with Lebel rifle						
Add Riflemen with Lebel rifle			0 - 8	12	0 - 8	15
Add improvised grenades			Any	+1 ea	Any	+1 ea
Replace Lebel rifle with rifle grenade			0 - 2\$	+4 ea	0 - 2\$	+4 ea
Replace Lebel rifle with Chauchat			0 - 1#	+4	0 - 1#	+4
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

Morale

Rally 4+
Aggression 4+
Tenacity 4+

Infantry Unit



No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
Lebel Rifle	24"	RF	RF*	-	5+		Unbalanced
Chauchat	30"	3	2	-	5+		Jams, Loader, Scythe
Improvised Grenades	6"	1	1	+2	4+		Grenade, Improvised, Suppression
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression

\$ - a maximum number is allowed for the entire platoon as follows: 1916 (up to 4 per platoon)

- a maximum number is allowed for the entire platoon as follows: 1916 (up to one per platoon)

Unit Special Rules:

No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

AF = Accelerated Fire

RF = Rapid Fire

SS = Single Shot

* = Slow Firing

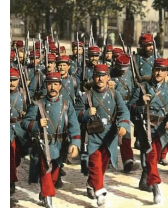
M1915 Bomber Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or Lebel rifle, improvised grenades			1	88	1	103
4 Bombers with pistol or Lebel rifle, improvised grenades			0-4	15	0-4	18
Add Bombers with pistol or Lebel rifle. Improvised grenades			All/none	+1 ea	All/none	+1 ea
Upgrade improvised grenades to grenades			0-2\$	+4 ea	0-2\$	+4 ea
Replace Lebel rifle with rifle grenade			For unit	+1 ea	For unit	+1 ea
Upgrade entire unit with steel helmets						

Morale

- Rally 4+
- Aggression 4+
- Tenacity 4+



Infantry Unit

Bombers, No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

\$ - a maximum number is allowed for the entire platoon as follows: 1916 (up to 4 per platoon)

A platoon's bomber squad may not be more than one level of training better than its rifle squads.

Unit Special Rules:

Bombers – all figures may throw grenades and gain +1 die during Assault combat.

No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
Lebel Rifle	24"	RF	RF*	-	5+		Unbalanced
Improvised Grenades	6"	1	1	+2	4+		Grenade, Improvised, Suppression
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression

AF = Accelerated Fire

RF = Rapid Fire

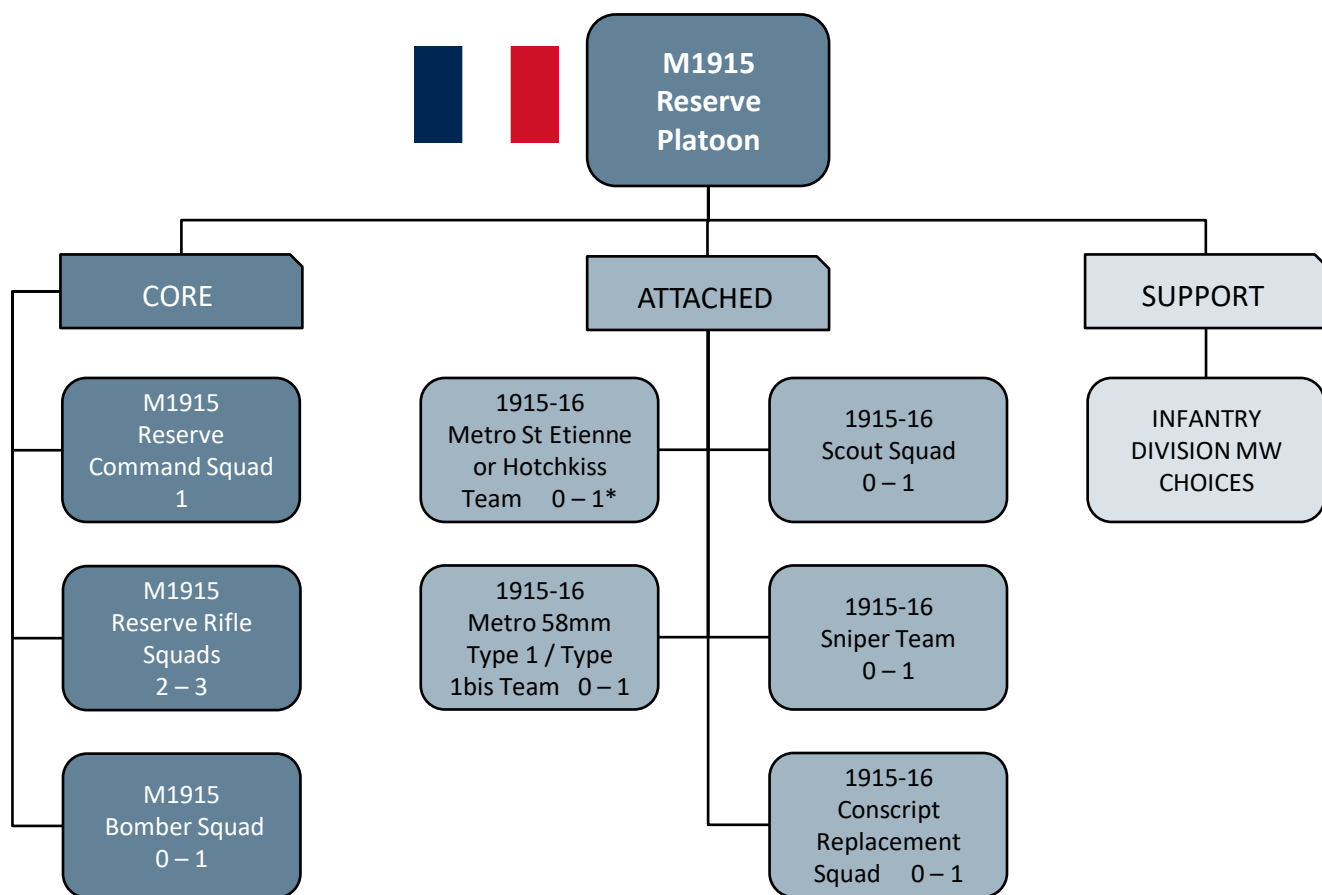
SS = Single Shot

* = Slow Firing

MODEL 1915 RESERVE PLATOON

National Special Rules – French Metropolitan only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

M1915 Reserve Command Squad



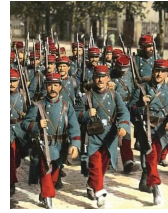
Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, sword, pistol, improvised grenades	1	16	1	22		
Downgrade Officer to Green	0-1	-7	0-1	-10		
Downgrade Officer to Difficult	0-1	-4	0-1	-5		
Upgrade Officer to Energetic	0-1	+5	0-1	+8		
Upgrade Officer to Inspiring			0-1	+18		
Attached Staff Officer and Aide, pistols	0-1	20	0-1	23		
Medic, unarmed	0-1	15	0-1	17		
Comms Specialist (Level 1), pistol	0-1	15	0-1	17		
Senior NCO, Lebel rifle	0-1	18	0-1	20		
Add Riflemen with Lebel rifle	0-4	8	0-4	10		
Upgrade Officer's pistol to SA Pistol	Any	+1 ea	Any	+1 ea		
Replace Officer's sword with CFW	Any	-	Any	-		
Add improvised grenades for NCO and riflemen	Any	+1 ea	Any	+1 ea		
Upgrade entire unit with steel helmets	For unit	+1 ea	For unit	+1 ea		

Morale

Rally 4+
Aggression 4+
Tenacity 5+

Formation

Attack +1
Recon 0



Infantry Unit

No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Lebel Rifle	24"	RF	RF*	-	5+		Unbalanced
Improvised Grenades	6"	1	1	+2	4+		Grenade, Improvised, Suppression

Unit Special Rules:

No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

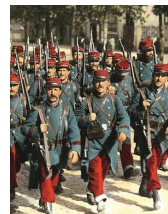
M1915 Reserve Rifle Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or Lebel rifle	1	77	1	93		
7 Riflemen with Lebel rifle						
Add Riflemen with Lebel rifle	0-8	8	0-8	10		
Add improvised grenades	Any	+1 ea	Any	+1 ea		
Replace Lebel rifle with rifle grenade	0-2\$	+4 ea	0-2\$	+4 ea		
Replace Lebel rifle with Chauchat	0-1#	+4	0-1#	+4		
Upgrade entire unit with steel helmets	For unit	+1 ea	For unit	+1 ea		

Morale

Rally 4+
Aggression 4+
Tenacity 5+



Infantry Unit

No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
Lebel Rifle	24"	RF	RF*	-	5+		Unbalanced
Chauchat	30"	3	2	-	5+		Jams, Loader, Scythe
Improvised Grenades	6"	1	1	+2	4+		Grenade, Improvised, Suppression
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression

\$ - a maximum number is allowed for the entire platoon as follows: 1916 (up to 4 per platoon)

- a maximum number is allowed for the entire platoon as follows: 1916 (up to one per platoon)

Unit Special Rules:

No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

AF = Accelerated Fire

RF = Rapid Fire

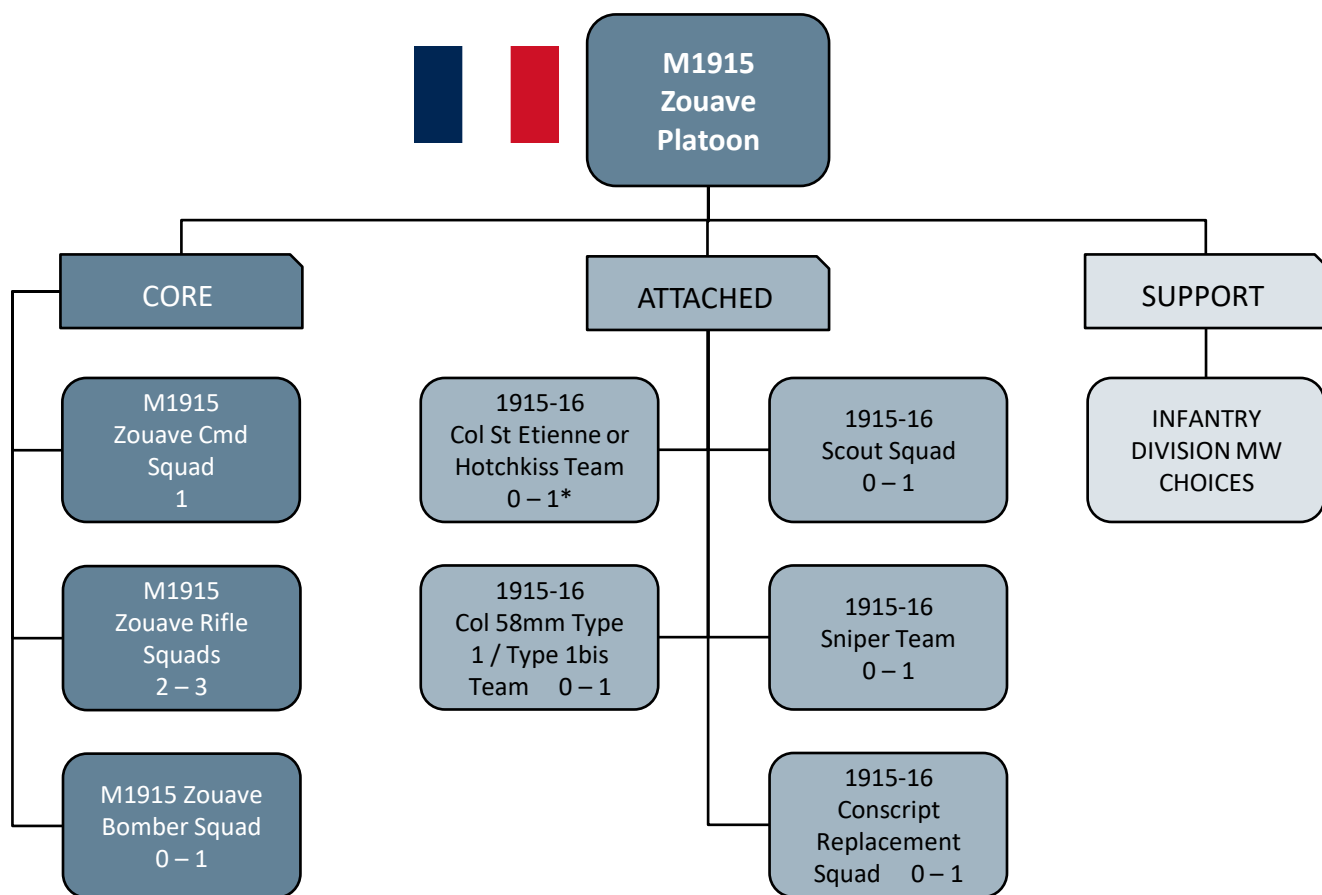
SS = Single Shot

* = Slow Firing

MODEL 1915 ZOUAVE PLATOON

National Special Rules – French Colonial only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

M1915 Zouave Command Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, sword, pistol, improvised grenades			1	22	1	30
Downgrade Officer to Green			0-1	-10		
Downgrade Officer to Difficult			0-1	-5	0-1	-8
Upgrade Officer to Energetic			0-1	+8	0-1	+10
Upgrade Officer to Inspiring			0-1	+18	0-1	+22
Attached Staff Officer and Aide, pistols			0-1	23	0-1	28
Medic, unarmed			0-1	17	0-1	19
Comms Specialist (Level 1), pistol			0-1	17	0-1	19
Senior NCO, Lebel rifle			0-1	24	0-1	27
Add Riflemen with Lebel rifle			0-4	14	0-4	17
Upgrade Officer's pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Replace Officer's sword with CFW			Any	-	Any	-
Add improvised grenades for NCO and riflemen			Any	+1 ea	Any	+1 ea
Add Close Fighting Weapon (CFW) for NCO and riflemen			All/none	+1 ea	All/none	+1 ea
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

Morale

Rally 3+
Aggression 4+
Tenacity 4+

Formation

Attack +1
Recon 0



Infantry Unit

No Head Protection, Ferocious

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Lebel Rifle	24"	RF	RF*	-	5+		Unbalanced
Improvised Grenades	6"	1	1	+2	4+		Grenade, Improvised, Suppression
CFW	melee						+1 to Assault Checks

Unit Special Rules:

Ferocious – the unit may re-roll any failed Assault Checks in their first round of close combat.

No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

M1915 Zouave Rifle Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or Lebel rifle			1	125	1	149
7 Riflemen with Lebel rifle						
Add Riflemen with Lebel rifle			0-8	14	0-8	17
Add improvised grenades			Any	+1 ea	Any	+1 ea
Replace Lebel rifle with rifle grenade			0-2\$	+4 ea	0-2\$	+4 ea
Replace Lebel rifle with Chauchat			0-1#	+4	0-1#	+4
Add Close Fighting Weapon (CFW)			All/none	+1 ea	All/none	+1 ea
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

Morale

Rally 3+
Aggression 4+
Tenacity 4+



Infantry Unit

No Head Protection, Ferocious

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
Lebel Rifle	24"	RF	RF*	-	5+		Unbalanced
Chauchat	30"	3	2	-	5+		Jams, Loader, Scythe
Improvised Grenades	6"	1	1	+2	4+		Grenade, Improvised, Suppression
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression
CFW	melee						+1 to Assault Checks

\$ - a maximum number is allowed for the entire platoon as follows: 1916 (up to 4 per platoon)

- a maximum number is allowed for the entire platoon as follows: 1916 (up to one per platoon)

Unit Special Rules:

Ferocious – the unit may re-roll any failed Assault Checks in their first round of close combat.

No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

AF = Accelerated Fire RF = Rapid Fire SS = Single Shot * = Slow Firing

M1915 Zouave Bomber Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or Lebel rifle, improvised grenades			1	98	1	113
4 Bombers with pistol or Lebel rifle, improvised grenades			0-4	17	0-4	20
Add Bombers with pistol or Lebel rifle. Improvised grenades			All/none	+1 ea	All/none	+1 ea
Upgrade improvised grenades to grenades			0-2\$	+4 ea	0-2\$	+4 ea
Replace Lebel rifle with rifle grenade			All/none	+1 ea	All/none	+1 ea
Add Close Fighting Weapon (CFW)			For unit	+1 ea	For unit	+1 ea
Upgrade entire unit with steel helmets						

Morale	
Rally	3+
Aggression	4+
Tenacity	4+

Infantry Unit



Bombers, Ferocious, No Head Protection

\$ - a maximum number is allowed for the entire platoon as follows: 1916 (up to 4 per platoon)

Unit Special Rules:

Bombers – all figures may throw grenades and gain +1 die during Assault combat.

Ferocious – the unit may re-roll any failed Assault Checks in their first round of close combat.

No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
Lebel Rifle	24"	RF	RF*	-	5+		Unbalanced
Improvised Grenades	6"	1	1	+2	4+		Grenade, Improvised, Suppression
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression
CFW	melee						+1 to Assault Checks

AF = Accelerated Fire

RF = Rapid Fire

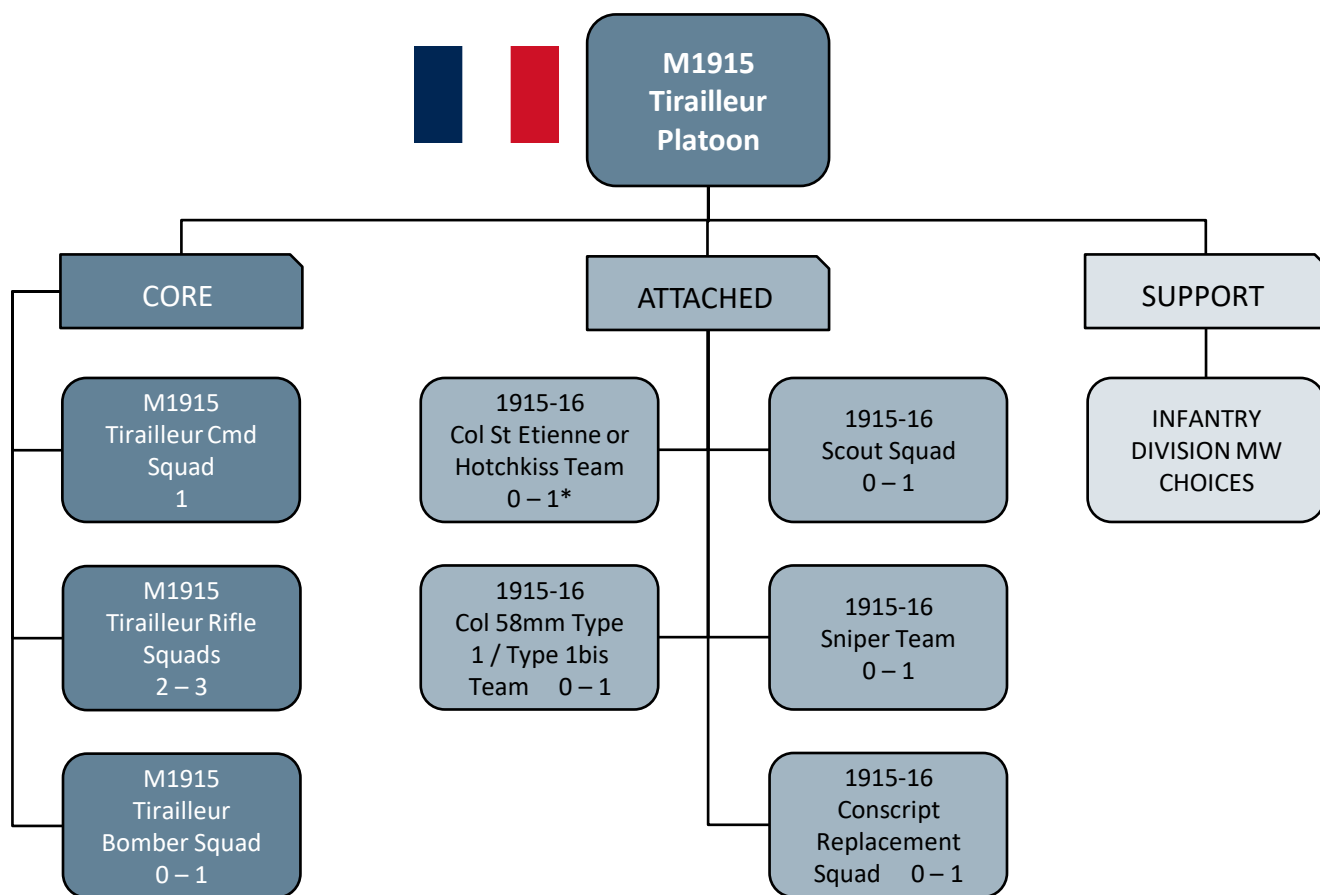
SS = Single Shot

* = Slow Firing

MODEL 1915 TIRAILLEUR PLATOON

National Special Rules – French Colonial or Senegalese only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

M1915 Tirailleur Command Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, sword, pistol, improvised grenades			1	22		
Downgrade Officer to Green			0 - 1	-10		
Downgrade Officer to Difficult			0 - 1	-5		
Upgrade Officer to Energetic			0 - 1	+8		
Upgrade Officer to Inspiring			0 - 1	+18		
Attached Staff Officer and Aide, pistols			0 - 1	23		
Medic, unarmed			0 - 1	17		
Comms Specialist (Level 1), pistol			0 - 1	17		
Senior NCO, Lebel rifle			0 - 1	22		
Add Riflemen with Lebel rifle			0 - 4	12		
Upgrade Officer's pistol to SA Pistol			Any	+1 ea		
Replace Officer's sword with CFW			Any	-		
Add improvised grenades for NCO and riflemen			Any	+1 ea		
Add Close Fighting Weapon (CFW) for NCO and riflemen			All/none	+1 ea		
Upgrade entire unit with steel helmets			For unit	+1 ea		

Morale

Rally 3+
Aggression 4+
Tenacity 5+

Formation

Attack +1
Recon 0



Infantry Unit

No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Lebel Rifle	24"	RF	RF*	-	5+		Unbalanced
Improvised Grenades	6"	1	1	+2	4+		Grenade, Improvised, Suppression
CFW	melee						+1 to Assault Checks

Unit Special Rules:

No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

M1915 Tirailleur Rifle Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or Lebel rifle			1	109		
7 Riflemen with Lebel rifle						
Add Riflemen with Lebel rifle			0 - 8	12		
Add improvised grenades			Any	+1 ea		
Replace Lebel rifle with rifle grenade			0 - 2\$	+4 ea		
Replace Lebel rifle with Chauchat			0 - 1#	+4		
Add Close Fighting Weapon (CFW)			All/none	+1 ea		
Upgrade entire unit with steel helmets			For unit	+1 ea		

Morale

Rally 3+
Aggression 4+
Tenacity 5+



Infantry Unit

No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
Lebel Rifle	24"	RF	RF*	-	5+		Unbalanced
Chauchat	30"	3	2	-	5+		Jams, Loader, Scythe
Improvised Grenades	6"	1	1	+2	4+		Grenade, Improvised, Suppression
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression
CFW	melee						+1 to Assault Checks

\$ - a maximum number is allowed for the entire platoon as follows: 1916 (up to 4 per platoon)

- a maximum number is allowed for the entire platoon as follows: 1916 (up to one per platoon)

Unit Special Rules:

No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

AF = Accelerated Fire RF = Rapid Fire SS = Single Shot * = Slow Firing

M1915 Tirailleur Bomber Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or Lebel rifle, improvised grenades			1	88		
4 Bombers with pistol or Lebel rifle, improvised grenades			0 - 4	15		
Add Bombers with pistol or Lebel rifle. Improvised grenades			All/none	+1 ea		
Upgrade improvised grenades to grenades			0 - 2\$	+4 ea		
Replace Lebel rifle with rifle grenade			All/none	+1 ea		
Add Close Fighting Weapon (CFW)			For unit	+1 ea		
Upgrade entire unit with steel helmets						

Morale	
Rally	3+
Aggression	4+
Tenacity	5+

Infantry Unit



Bombers, No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

\$ - a maximum number is allowed for the entire platoon as follows: 1916 (up to 4 per platoon)

Unit Special Rules:

Bombers – all figures may throw grenades and gain +1 die during Assault combat.

No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
Lebel Rifle	24"	RF	RF*	-	5+		Unbalanced
Improvised Grenades	6"	1	1	+2	4+		Grenade, Improvised, Suppression
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression
CFW	melee						+1 to Assault Checks

AF = Accelerated Fire

RF = Rapid Fire

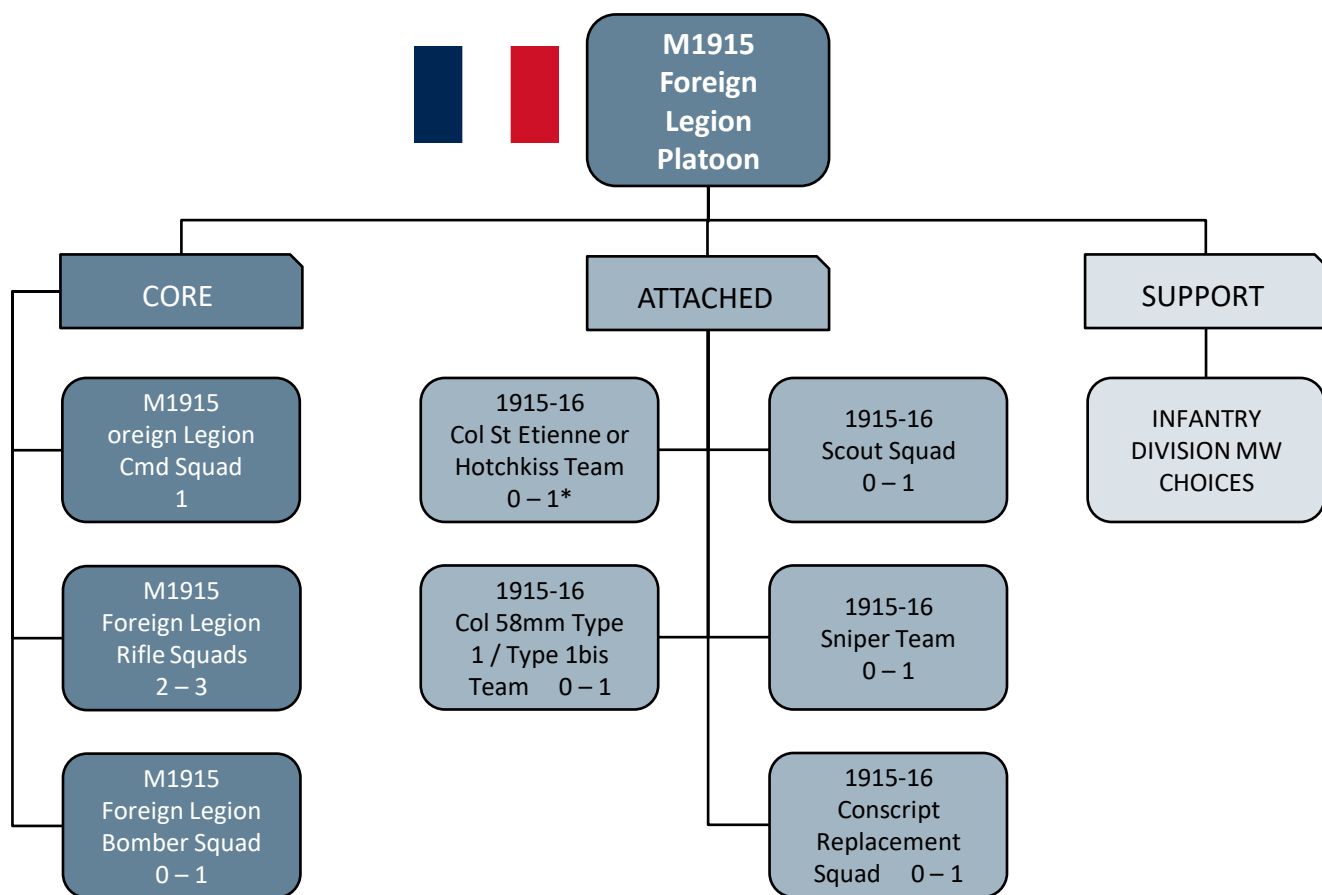
SS = Single Shot

* = Slow Firing

MODEL 1915 FRENCH FOREIGN LEGION PLATOON

National Special Rules – Foreign Legion only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

M1915 Foreign Legion Command Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, sword, pistol, improvised grenades			1	22	1	30
Downgrade Officer to Green			0-1	-10		
Downgrade Officer to Difficult			0-1	-5	0-1	-8
Upgrade Officer to Energetic			0-1	+8	0-1	+10
Upgrade Officer to Inspiring			0-1	+18	0-1	+22
Attached Staff Officer and Aide, pistols			0-1	23	0-1	28
Medic, unarmed			0-1	17	0-1	19
Comms Specialist (Level 1), pistol			0-1	17	0-1	19
Senior NCO, Lebel rifle			0-1	25	0-1	29
Add Riflemen with Lebel rifle			0-4	15	0-4	19
Upgrade Officer's pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Replace Officer's sword with CFW			Any	-	Any	-
Add improvised grenades for NCO and riflemen			Any	+1 ea	Any	+1 ea
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

Morale

Rally 3+
Aggression 3+
Tenacity 4+

Formation

Attack +1
Recon 0



Infantry Unit

No Head Protection, Stubborn

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Lebel Rifle	24"	RF	RF*	-	5+		Unbalanced
Improvised Grenades	6"	1	1	+2	4+		Grenade, Improvised, Suppression

Unit Special Rules:

No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

Stubborn – the unit may re-roll one failed Aggression Check each turn

M1915 Foreign Legion Rifle Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or Lebel rifle			1	133	1	165
7 Riflemen with Lebel rifle						
Add Riflemen with Lebel rifle			0-8	15	0-8	19
Add improvised grenades			Any	+1 ea	Any	+1 ea
Replace Lebel rifle with rifle grenade			0-2\$	+4 ea	0-2\$	+4 ea
Replace Lebel rifle with Chauchat			0-1#	+4	0-1#	+4
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

Morale

Rally 3+
Aggression 3+
Tenacity 4+



Infantry Unit

No Head Protection, Stubborn

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
Lebel Rifle	24"	RF	RF*	-	5+		Unbalanced
Chauchat	30"	3	2	-	5+		Jams, Loader, Scythe
Improvised Grenades	6"	1	1	+2	4+		Grenade, Improvised, Suppression
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression

\$ - a maximum number is allowed for the entire platoon as follows: 1916 (up to 4 per platoon)

- a maximum number is allowed for the entire platoon as follows: 1916 (up to one per platoon)

Unit Special Rules:

No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

Stubborn – the unit may re-roll one failed Aggression Check each turn

AF = Accelerated Fire RF = Rapid Fire SS = Single Shot * = Slow Firing

M1915 Foreign Legion Bomber Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or Lebel rifle, improvised grenades			1	108	1	123
4 Bombers with pistol or Lebel rifle, improvised grenades			0-4	19	0-4	22
Add Bombers with pistol or Lebel rifle. Improvised grenades <i>Upgrade improvised grenades to grenades</i>			All/none	+1 ea	All/none	+1 ea
<i>Replace Lebel rifle with rifle grenade</i>			0-2\$	+4 ea	0-2\$	+4 ea
<i>Upgrade entire unit with steel helmets</i>			For unit	+1 ea	For unit	+1 ea

Morale	
Rally	3+
Aggression	3+
Tenacity	4+



Infantry Unit

Bombers, No Head Protection, Stubborn

\$ - a maximum number is allowed for the entire platoon as follows: 1916 (up to 4 per platoon)

Unit Special Rules:

Bombers – all figures may throw grenades and gain +1 die during Assault combat.

No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

Stubborn – the unit may re-roll one failed Aggression Check each turn

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
Lebel Rifle	24"	RF	RF*	-	5+		Unbalanced
Improvised Grenades	6"	1	1	+2	4+		Grenade, Improvised, Suppression
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression

AF = Accelerated Fire

RF = Rapid Fire

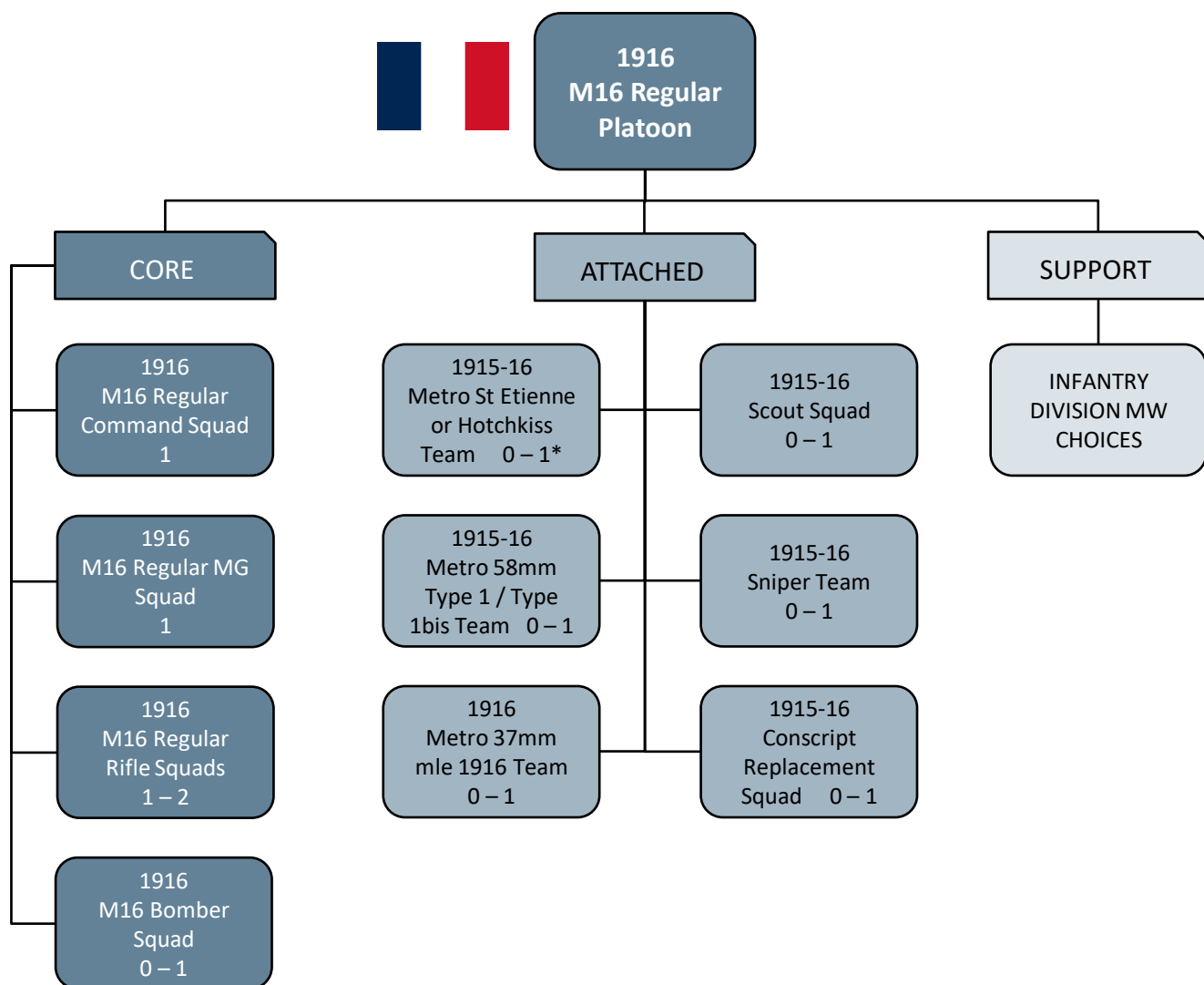
SS = Single Shot

* = Slow Firing

MODEL 1916 (M16) REGULAR PLATOON

National Special Rules – French Metropolitan only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1916 M16 Regular Command Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, sword, pistol, grenades			1	22	1	30
Downgrade Officer to Green			0-1	-10		
Downgrade Officer to Difficult			0-1	-5	0-1	-8
Upgrade Officer to Energetic			0-1	+8	0-1	+10
Upgrade Officer to Inspiring			0-1	+18	0-1	+22
Attached Staff Officer and Aide, pistols			0-1	23	0-1	28
Medic, unarmed			0-1	17	0-1	19
Comms Specialist (Level 1), pistol			0-1	17	0-1	19
Senior NCO, BA rifle			0-1	23	0-1	26
Add Riflemen with BA rifle			0-4	13	0-4	16
Upgrade Officer's pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Replace Officer's sword with CFW			Any	-	Any	-
Add grenades for NCO and riflemen			Any	+2 ea	Any	+2 ea

Morale

Rally 4+
Aggression 4+
Tenacity 4+

Formation

Attack +1
Recon 0



Infantry Unit

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression

Unit Special Rules:

1916 M16 Regular Rifle Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle			1	80	1	95
4 Riflemen with BA rifle						
Add Riflemen with BA rifle			0-9	13	0-9	16
Add Senior NCO with pistol or BA rifle			0-1#	+23	0-1#	+26
Add grenades			Any	+2 ea	Any	+2 ea
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Replace BA rifle with rifle grenade			0-2	+4 ea	0-2	+4 ea

Morale

Rally 4+
Aggression 4+
Tenacity 4+



Infantry Unit

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression

= up to 2 per platoon

Unit Special Rules:

AF = Accelerated Fire RF = Rapid Fire SS = Single Shot * = Slow Firing

1916 M16 Regular Machine Gun Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle			1	84	1	99
1 Gunner with Chauchat LMG						
3 Riflemen with BA			0-3	13	0-3	16
Add Riflemen with BA rifle			0-1#	+23	0-1#	+26
Add Senior NCO with pistol or BA rifle			Any	+2 ea	Any	+2 ea
Add grenades			Any	+1 ea	Any	+1 ea
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea

Morale

Rally 4+
Aggression 4+
Tenacity 4+

Infantry Unit



= up to 2 per platoon

Unit Special Rules:

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Chauchat	30"	3	2	-	5+		Jams, Loader, Scythe
Grenades	6"	1	1	+2	4+		Grenade, Suppression

1916 M16 Bomber Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades			1	100	1	115
4 Bombers with pistol or BA rifle, grenades			0-4	17	0-4	20
Add Bombers with pistol or BA rifle, grenades			0-1#	+27	0-1#	+30
Add Senior NCO with pistol or BA rifle, grenades			Any	+1 ea	Any	+1 ea
Upgrade NCO's pistol to SA Pistol			Any	+1 ea	Any	+1 ea

Morale

Rally 4+
Aggression 4+
Tenacity 4+

Infantry Unit



= up to 2 per platoon

A platoon's bomber squad may not be more than one level of training better than its rifle squads.

Unit Special Rules:

Bombers – all figures may throw grenades and gain +1 die during Assault combat.

Bombers

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression

AF = Accelerated Fire

RF = Rapid Fire

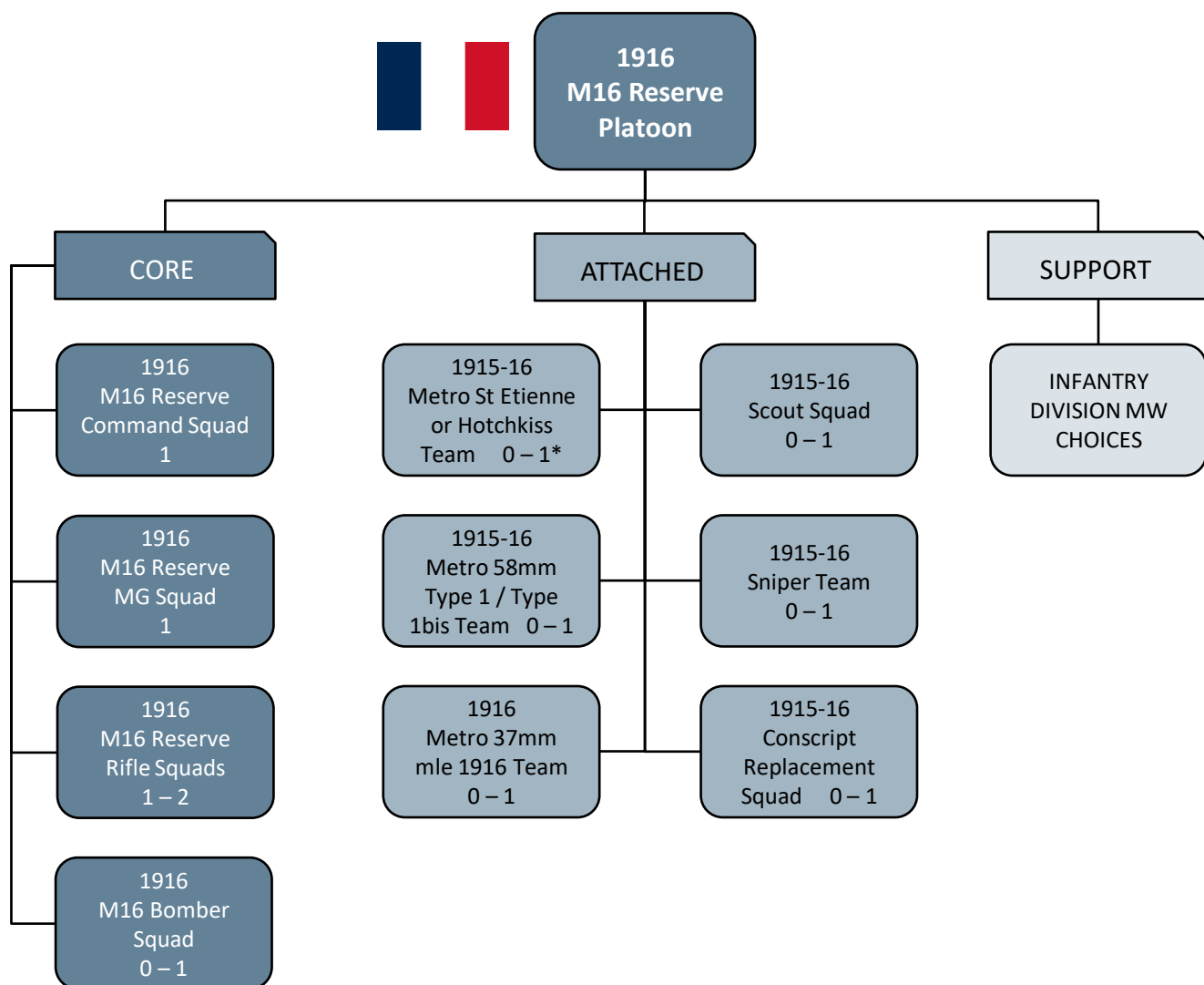
SS = Single Shot

* = Slow Firing

MODEL 1916 (M16) RESERVE PLATOON

National Special Rules – French Metropolitan only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1916 M16 Reserve Command Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, sword, pistol, grenades	1	16	1	22		
<i>Downgrade Officer to Green</i>	0-1	-7	0-1	-10		
<i>Downgrade Officer to Difficult</i>	0-1	-4	0-1	-5		
<i>Upgrade Officer to Energetic</i>	0-1	+5	0-1	+8		
<i>Upgrade Officer to Inspiring</i>			0-1	+18		
Attached Staff Officer and Aide, pistols	0-1	20	0-1	23		
Medic, unarmed	0-1	15	0-1	17		
Comms Specialist (Level 1), pistol	0-1	15	0-1	17		
Senior NCO, BA rifle	0-1	19	0-1	21		
Add Riflemen with BA rifle	0-4	9	0-4	11		
<i>Upgrade Officer's pistol to SA Pistol</i>	Any	+1 ea	Any	+1 ea		
<i>Replace Officer's sword with CFW</i>	Any	-	Any	-		
<i>Add grenades for NCO and riflemen</i>	Any	+2 ea	Any	+2 ea		

Morale

Rally 4+
Aggression 4+
Tenacity 5+

Formation

Attack +1
Recon 0



Infantry Unit

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression

Unit Special Rules:

1916 M16 Reserve Rifle Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle	1	60	1	70		
4 Riflemen with BA rifle						
Add Riflemen with BA rifle	0-9	9	0-9	11		
Add Senior NCO with pistol or BA rifle	0-1#	+19	0-1#	+21		
<i>Add grenades</i>	Any	+2 ea	Any	+2 ea		
<i>Upgrade pistol to SA Pistol</i>	Any	+1 ea	Any	+1 ea		
<i>Replace BA rifle with rifle grenade</i>	0-2	+4 ea	0-2	+4 ea		

Morale

Rally 4+
Aggression 4+
Tenacity 5+



Infantry Unit

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression

= up to 2 per platoon

Unit Special Rules:

AF = Accelerated Fire RF = Rapid Fire SS = Single Shot * = Slow Firing

1916 M16 Reserve Machine Gun Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle						
1 Gunner with Chauchat LMG	1	64	1	74		
3 Riflemen with BA						
Add Riflemen with BA rifle	0-3	9	0-3	11		
Add Senior NCO with pistol or BA rifle	0-1#	+19	0-1#	+21		
Add grenades	Any	+2 ea	Any	+2 ea		
Upgrade pistol to SA Pistol	Any	+1 ea	Any	+1 ea		

Morale	
Rally	4+
Aggression	4+
Tenacity	5+

Infantry Unit



= up to 2 per platoon

Unit Special Rules:

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Chauchat	30"	3	2	-	5+		Jams, Loader, Scythe
Grenades	6"	1	1	+2	4+		Grenade, Suppression

AF = Accelerated Fire

RF = Rapid Fire

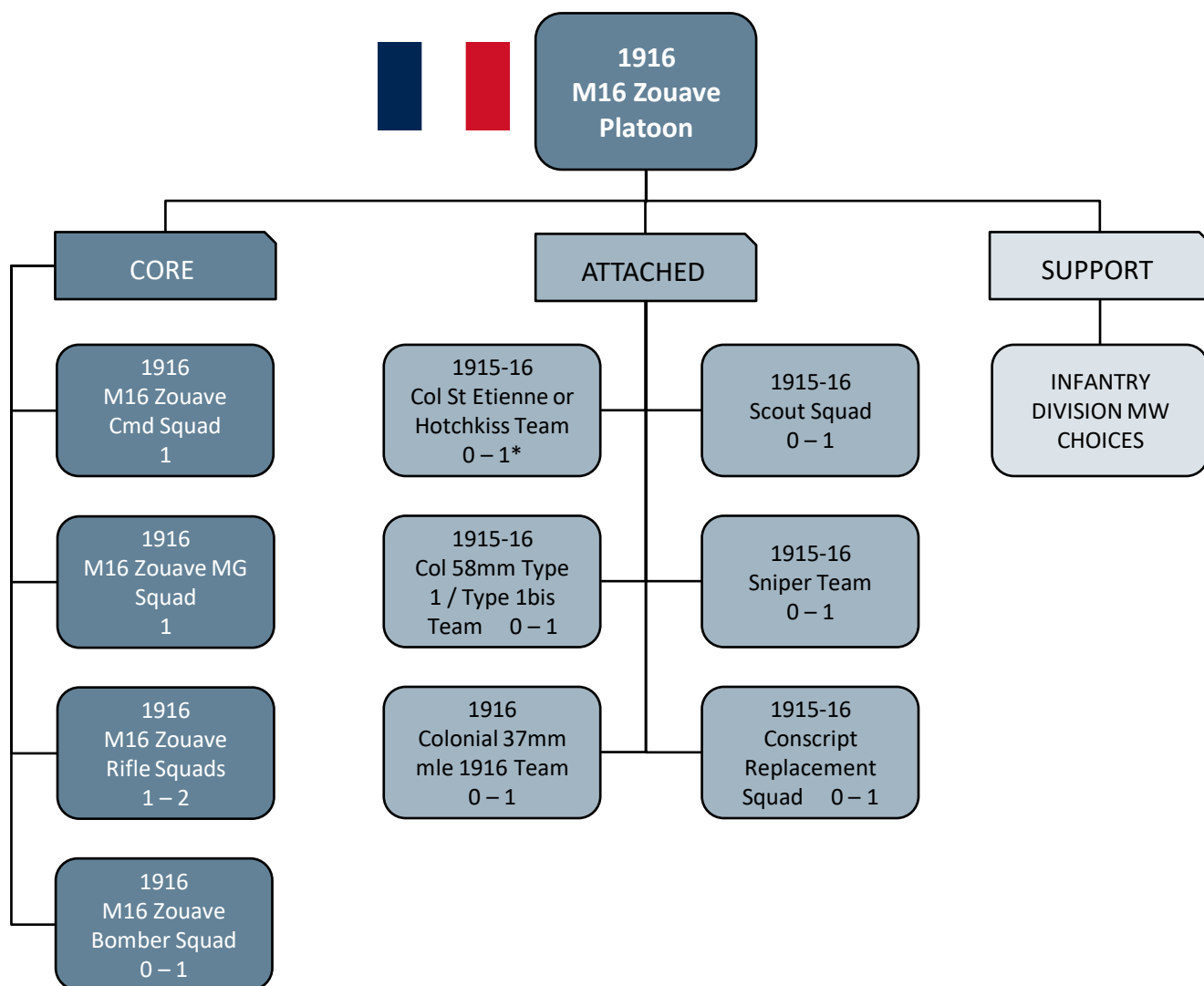
SS = Single Shot

* = Slow Firing

MODEL 1916 (M16) ZOUAVE PLATOON

National Special Rules – French Colonial only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1916 M16 Zouave Command Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, sword, pistol, grenades			1	22	1	30
Downgrade Officer to Green			0-1	-10		
Downgrade Officer to Difficult			0-1	-5	0-1	-8
Upgrade Officer to Energetic			0-1	+8	0-1	+10
Upgrade Officer to Inspiring			0-1	+18	0-1	+22
Attached Staff Officer and Aide, pistols			0-1	23	0-1	28
Medic, unarmed			0-1	17	0-1	19
Comms Specialist (Level 1), pistol			0-1	17	0-1	19
Senior NCO, BA rifle			0-1	25	0-1	28
Add Riflemen with BA rifle			0-4	15	0-4	18
Upgrade Officer's pistol to SA Pistol			0-1	+1	0-1	+1
Replace Officer's sword with CFW			Any	-	Any	-
Add Close Fighting Weapon (CFW) for NCO and riflemen			All/none	+1 ea	All/none	+1 ea
Add grenades for NCO and riflemen			Any	+2 ea	Any	+2 ea

Morale

Rally 3+
Aggression 4+
Tenacity 4+

Formation

Attack +1
Recon 0

Infantry Unit



Unit Special Rules:

Ferocious – the unit may re-roll any failed Assault Checks in their first round of close combat.

Ferocious

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression
CFW	melee						+1 to Assault Checks

1916 M16 Zouave Rifle Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle			1	90	1	105
4 Riflemen with BA rifle						
Add Riflemen with BA rifle			0-9	15	0-9	18
Add Senior NCO with pistol or BA rifle			0-1#	+25	0-1#	+28
Add grenades			Any	+2 ea	Any	+2 ea
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Replace BA rifle with rifle grenade			0-2	+4 ea	0-2	+4 ea
Add Close Fighting Weapon (CFW)			All/none	+1 ea	All/none	+1 ea

Morale

Rally 3+
Aggression 4+
Tenacity 4+

Infantry Unit



= up to 2 per platoon

Unit Special Rules:

Ferocious – the unit may re-roll any failed Assault Checks in their first round of close combat.

Ferocious

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression
CFW	melee						+1 to Assault Checks

AF = Accelerated Fire

RF = Rapid Fire

SS = Single Shot

* = Slow Firing

1916 M16 Zouave Machine Gun Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle			1	94	1	109
1 Gunner with Chauchat LMG						
3 Riflemen with BA						
Add Riflemen with BA rifle			0-3	15	0-3	18
Add Senior NCO with pistol or BA rifle			0-1#	+25	0-1#	+28
Add grenades			Any	+2 ea	Any	+2 ea
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Add Close Fighting Weapon (CFW)			All/none	+1 ea	All/none	+1 ea

Morale

Rally 3+
Aggression 4+
Tenacity 4+

Infantry Unit



= up to 2 per platoon

Unit Special Rules:

Ferocious – the unit may re-roll any failed Assault Checks in their first round of close combat.

Ferocious

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Chauchat	30"	3	2	-	5+		Jams, Loader, Scythe
Grenades	6"	1	1	+2	4+		Grenade, Suppression
CFW	melee						+1 to Assault Checks

1916 M16 Zouave Bomber Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades			1	110	1	130
4 Bombers with pistol or BA rifle, grenades						
Add Bombers with pistol or BA rifle, grenades			0-4	19	0-4	23
Add Senior NCO with pistol or BA rifle, grenades			0-1#	+29	0-1#	+33
Upgrade NCO's pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Add Close Fighting Weapon (CFW)			All/none	+1 ea	All/none	+1 ea

Morale

Rally 3+
Aggression 4+
Tenacity 4+

Infantry Unit



= up to 2 per platoon

Unit Special Rules:

Bombers – all figures may throw grenades and gain +1 die during Assault combat.

Ferocious – the unit may re-roll any failed Assault Checks in their first round of close combat.

Bombers, Ferocious

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression
CFW	melee						+1 to Assault Checks

AF = Accelerated Fire

RF = Rapid Fire

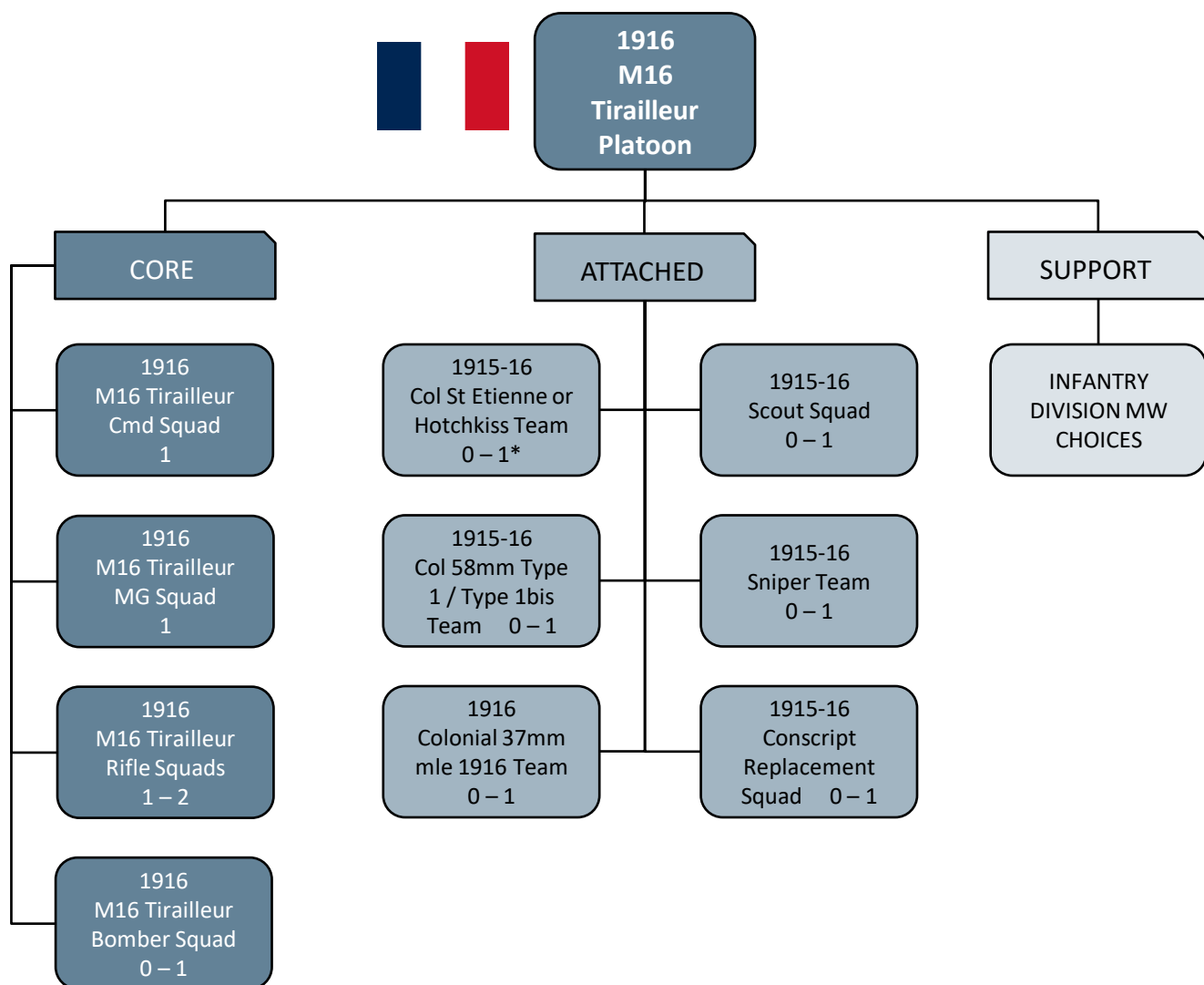
SS = Single Shot

* = Slow Firing

MODEL 1916 (M16) TIRAILLEUR PLATOON

National Special Rules – French Colonial or Senegalese only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

M1916 Tirailleur Command Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, sword, pistol, grenades			1	22		
Downgrade Officer to Green			0 - 1	-10		
Downgrade Officer to Difficult			0 - 1	-5		
Upgrade Officer to Energetic			0 - 1	+8		
Upgrade Officer to Inspiring			0 - 1	+18		
Attached Staff Officer and Aide, pistols			0 - 1	23		
Medic, unarmed			0 - 1	17		
Comms Specialist (Level 1), pistol			0 - 1	17		
Senior NCO, BA rifle			0 - 1	23		
Add Riflemen with BA rifle			0 - 4	13		
Upgrade Officer's pistol to SA Pistol			0 - 1	+1 ea		
Replace Officer's sword with CFW			Any	-		
Add Close Fighting Weapon (CFW) for NCO and riflemen			All/none	+1 ea		
Add grenades for NCO and riflemen			Any	+2 ea		

Morale

Rally 3+
Aggression 4+
Tenacity 5+

Formation

Attack +1
Recon 0

Infantry Unit



Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression
CFW	melee						+1 to Assault Checks

Unit Special Rules:

M1916 Tirailleur Rifle Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle			1	80		
4 Riflemen with BA rifle						
Add Riflemen with BA rifle			0 - 9	13		
Add Senior NCO with pistol or BA rifle			0 - 1#	+23		
Add grenades			Any	+2 ea		
Upgrade pistol to SA Pistol			Any	+1 ea		
Replace BA rifle with rifle grenade			0 - 2	+4 ea		
Add Close Fighting Weapon (CFW)			All/none	+1 ea		

Morale

Rally 3+
Aggression 4+
Tenacity 5+

Infantry Unit



Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression
CFW	melee						+1 to Assault Checks

= up to 2 per platoon

Unit Special Rules:

AF = Accelerated Fire RF = Rapid Fire SS = Single Shot * = Slow Firing

M1916 Tirailleur Machine Gun Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle			1	84		
1 Gunner with Chauchat LMG						
3 Riflemen with BA			0-3	13		
Add Riflemen with BA rifle			0-1#	+23		
Add Senior NCO with pistol or BA rifle			Any	+2 ea		
Add grenades			Any	+1 ea		
Upgrade pistol to SA Pistol			All/none	+1 ea		
Add Close Fighting Weapon (CFW)						

Morale

Rally 3+
Aggression 4+
Tenacity 5+

Infantry Unit



= up to 2 per platoon

Unit Special Rules:

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Chauchat	30"	3	2	-	5+		Jams, Loader, Scythe
Grenades	6"	1	1	+2	4+		Grenade, Suppression
CFW	melee						+1 to Assault Checks

M1916 Tirailleur Bomber Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades			1	100		
4 Bombers with pistol or BA rifle, grenades			0-4	17		
Add Bombers with pistol or BA rifle, grenades			0-1#	+27		
Add Senior NCO with pistol or BA rifle, grenades			Any	+1 ea		
Upgrade NCO's pistol to SA Pistol			All/none	+1 ea		
Add Close Fighting Weapon (CFW)						

Morale

Rally 3+
Aggression 4+
Tenacity 5+

Infantry Unit



= up to 2 per platoon

Unit Special Rules:

Bombers – all figures may throw grenades and gain +1 die during Assault combat.

Bombers

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression
CFW	melee						+1 to Assault Checks

AF = Accelerated Fire

RF = Rapid Fire

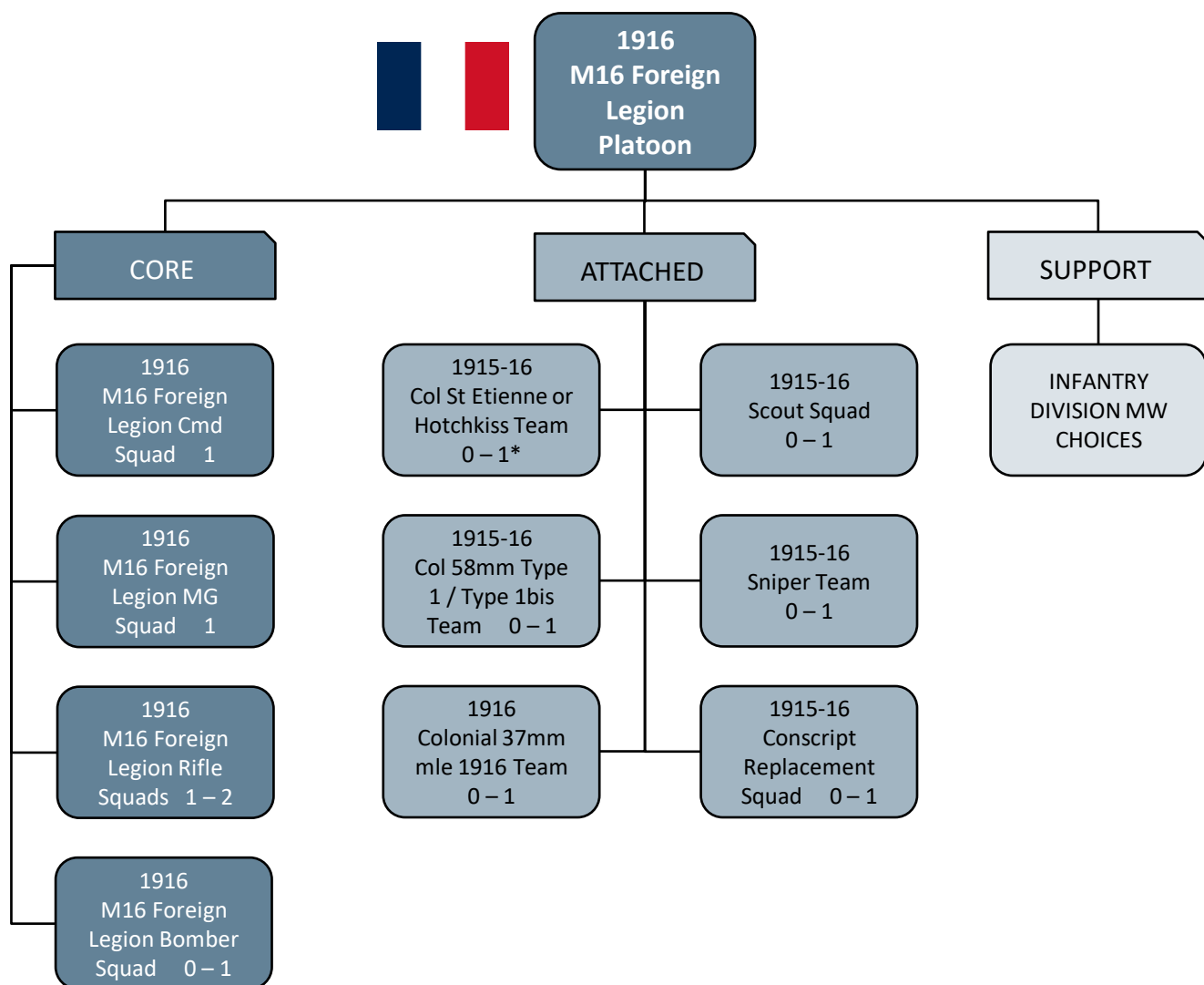
SS = Single Shot

* = Slow Firing

MODEL 1916 (M16) FOREIGN LEGION PLATOON

National Special Rules – Foreign Legion only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

M1916 Foreign Legion Command Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, sword, pistol, grenades					1	30
Downgrade Officer to Green						
Downgrade Officer to Difficult					0-1	-8
Upgrade Officer to Energetic					0-1	+10
Upgrade Officer to Inspiring					0-1	+22
Attached Staff Officer and Aide, pistols					0-1	28
Medic, unarmed					0-1	19
Comms Specialist (Level 1), pistol					0-1	19
Senior NCO, BA rifle					0-1	30
Add Riflemen with BA rifle					0-4	20
Upgrade Officer's pistol to SA Pistol					0-1	+1 ea
Replace Officer's sword with CFW					Any	-
Add grenades for NCO and riflemen					Any	+2 ea

Morale

Rally 3+
Aggression 3+
Tenacity 4+

Formation

Attack +1
Recon 0



Infantry Unit

Stubborn

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

Unit Special Rules:

Stubborn – the unit may re-roll one failed Aggression Check each turn

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression

M1916 Foreign Legion Rifle Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle					1	115
4 Riflemen with BA rifle						
Add Riflemen with BA rifle					0-9	20
Add Senior NCO with pistol or BA rifle					0-1#	+30
Add grenades					Any	+2 ea
Upgrade pistol to SA Pistol					Any	+1 ea
Replace BA rifle with rifle grenade					0-2	+4 ea

Morale

Rally 3+
Aggression 3+
Tenacity 4+



Infantry Unit

Stubborn

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

= up to 2 per platoon

Unit Special Rules:

Stubborn – the unit may re-roll one failed Aggression Check each turn

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression

AF = Accelerated Fire

RF = Rapid Fire

SS = Single Shot

* = Slow Firing

M1916 Foreign Legion Machine Gun Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle					1	119
1 Gunner with Chauchat LMG						
3 Riflemen with BA						
Add Riflemen with BA rifle					0 - 3	20
Add Senior NCO with pistol or BA rifle					0 - 1#	+30
Add grenades					Any	+2 ea
Upgrade pistol to SA Pistol					Any	+1 ea

Morale

Rally 3+
Aggression 3+
Tenacity 4+



Infantry Unit

= up to 2 per platoon

Unit Special Rules:

Stubborn – the unit may re-roll one failed Aggression Check each turn

Stubborn

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Chauchat	30"	3	2	-	5+		Jams, Loader, Scythe
Grenades	6"	1	1	+2	4+		Grenade, Suppression

M1916 Foreign Legion Bomber Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades					1	140
4 Bombers with pistol or BA rifle, grenades						
Add Bombers with pistol or BA rifle, grenades					0 - 4	25
Add Senior NCO with pistol or BA rifle, grenades					0 - 1#	+35
Upgrade NCO's pistol to SA Pistol					Any	+1 ea

Morale

Rally 3+
Aggression 3+
Tenacity 4+



Infantry Unit

= up to 2 per platoon

Unit Special Rules:

Bombers – all figures may throw grenades and gain +1 die during Assault combat.

Stubborn – the unit may re-roll one failed Aggression Check each turn

Bombers, Stubborn

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression

AF = Accelerated Fire

RF = Rapid Fire

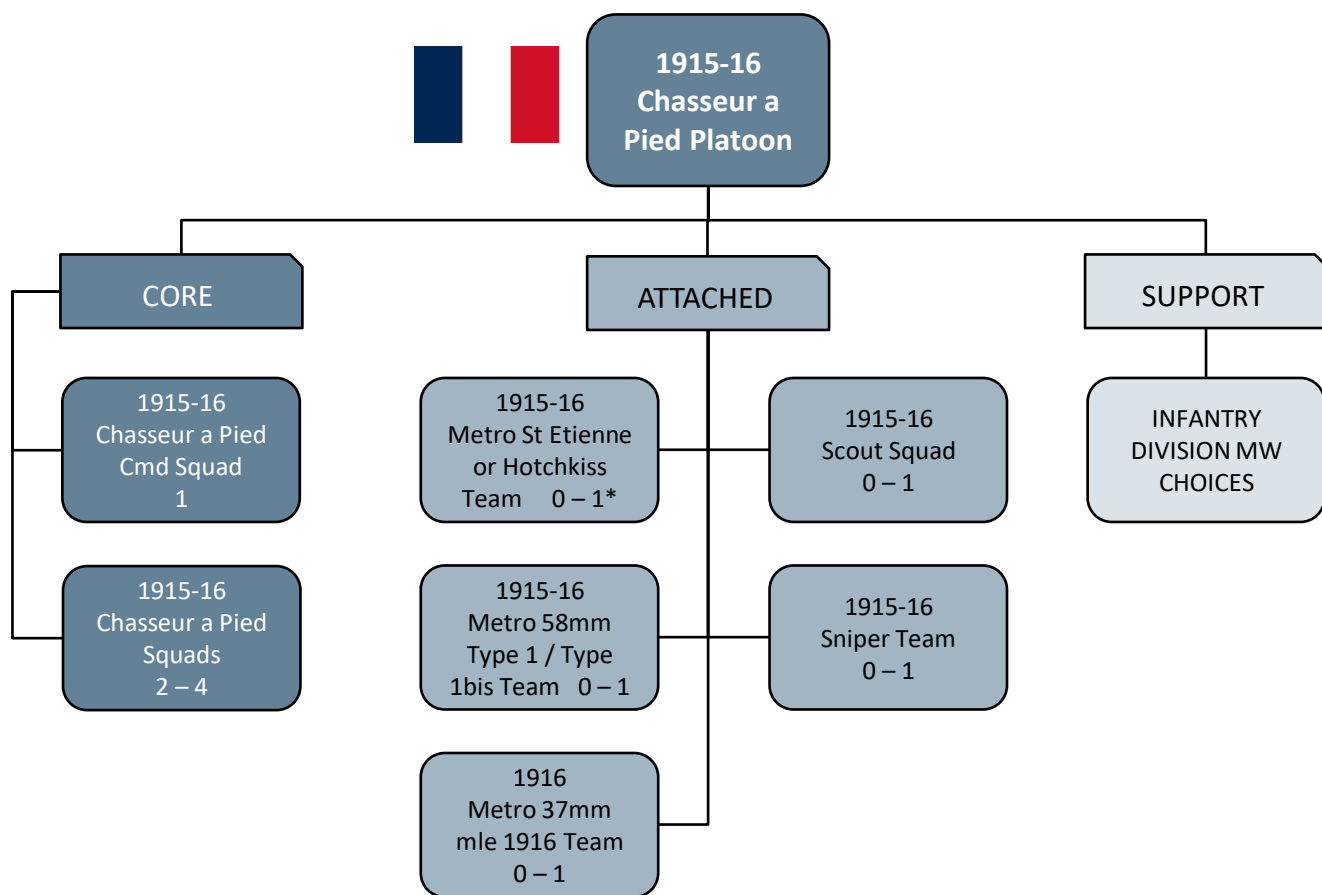
SS = Single Shot

* = Slow Firing

1915-16 CHASSEUR A PIED PLATOON

National Special Rules – French Metropolitan only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1915-16 Chasseur a Pied Command Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, sword, pistol, improvised grenades			1	22	1	30
Downgrade Officer to Green			0-1	-10		
Downgrade Officer to Difficult			0-1	-5	0-1	-8
Upgrade Officer to Energetic			0-1	+8	0-1	+10
Upgrade Officer to Inspiring			0-1	+18	0-1	+22
Attached Staff Officer and Aide, pistols			0-1	23	0-1	28
Medic, unarmed			0-1	17	0-1	19
Comms Specialist (Level 1), pistol			0-1	17	0-1	19
Senior NCO, Lebel rifle			0-1	23	0-1	26
Add Chasseur with Lebel rifle			0-4	13	0-4	16
Upgrade Officer's pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Replace Officer's sword with CFW			Any	-	Any	-
Add improvised grenades for NCO and riflemen			Any	+1 ea	Any	+1 ea
Upgrade all Lebel rifles to BA rifles (1916)			For unit	+2	For unit	+2
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

Morale

Rally 4+
Aggression 4+
Tenacity 4+

Formation

Attack +1
Recon 1



Infantry Unit

Extended Order, No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Lebel Rifle	24"	RF	RF*	-	5+		Unbalanced
Bolt Action Rifle	24"	RF	RF*	-	5+		
Improvised Grenades	6"	1	1	+2	4+		Grenade, Improvised, Suppression

Unit Special Rules:

- Extended Order** – the unit may operate in extended order.
- No Head Protection** – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

1915-16 Chasseur a Pied Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or Lebel rifle			1	78	1	93
4 Chasseurs with Lebel rifle						
Add Chasseur with Lebel rifle			0-9	13	0-9	16
Add Senior NCO with pistol or Lebel rifle			0-1&	+23	0-1&	+26
Add improvised grenades			Any	+1 ea	Any	+1 ea
Replace Lebel rifle with rifle grenade			0-2\$	+4 ea	0-2\$	+4 ea
Replace Lebel rifle with Chauchat			0-1#	+4	0-1#	+4
Upgrade all Lebel rifles to BA rifles (1916)			For unit	+2	For unit	+2
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

Morale

Rally 4+
Aggression 4+
Tenacity 4+



Infantry Unit

Extended Order, No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
Lebel Rifle	24"	RF	RF*	-	5+		Unbalanced
Bolt Action Rifle	24"	RF	RF*	-	5+		
Chauchat	30"	3	2	-	5+		Jams, Loader, Scythe
Improvised Grenades	6"	1	1	+2	4+		Grenade, Improvised, Suppression
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression

- & - a maximum of 2 per platoon
- \$ - a maximum number is allowed for the entire platoon as follows: 1915 (up to two per platoon), 1916 (up to 4 per platoon)
- # - a maximum number is allowed for the entire platoon as follows: 1915-16 (up to one per platoon)

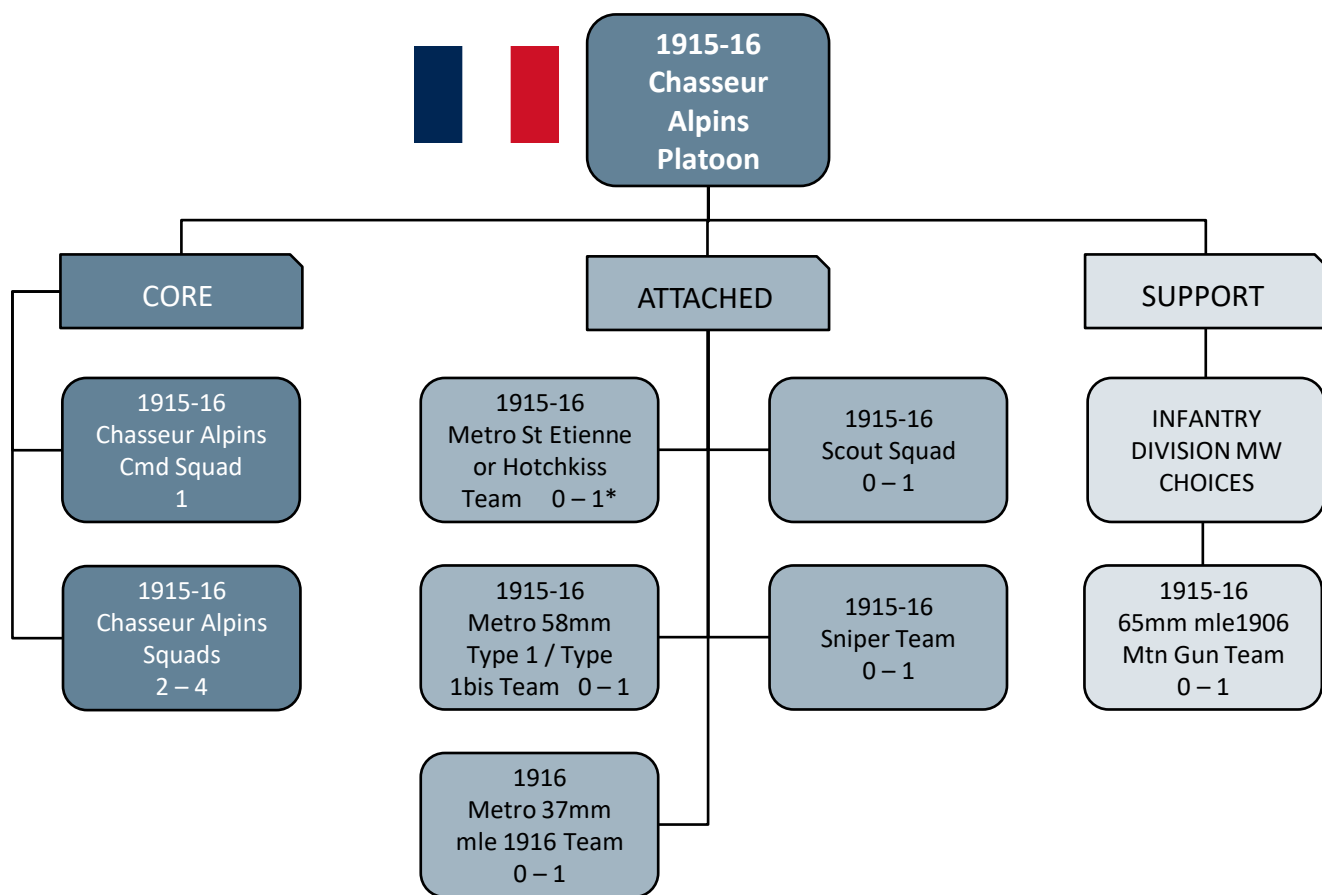
- Unit Special Rules:
- Extended Order** – the unit may operate in extended order.
- No Head Protection** – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

AF = Accelerated Fire RF = Rapid Fire SS = Single Shot * = Slow Firing

1915-16 CHASSEUR ALPINS PLATOON

National Special Rules – French Metropolitan only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1915-16 Chasseur Alpins Command Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, sword, pistol, improvised grenades			1	22	1	30
Downgrade Officer to Green			0-1	-10		
Downgrade Officer to Difficult			0-1	-5	0-1	-8
Upgrade Officer to Energetic			0-1	+8	0-1	+10
Upgrade Officer to Inspiring			0-1	+18	0-1	+22
Attached Staff Officer and Aide, pistols			0-1	23	0-1	28
Medic, unarmed			0-1	17	0-1	19
Comms Specialist (Level 1), pistol			0-1	17	0-1	19
Senior NCO, Lebel rifle			0-1	27	0-1	30
Add Chasseur with Lebel rifle			0-4	17	0-4	20
Upgrade Officer's pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Replace Officer's sword with CFW			Any	-	Any	-
Add improvised grenades for NCO and riflemen			Any	+1 ea	Any	+1 ea
Upgrade all Lebel rifles to BA rifles (1916)			For unit	+2	For unit	+2
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

Unit Special Rules:

Agile – the unit adds +1" to its movement distance each time it moves.

Extended Order – the unit may operate in extended order.

Ferocious – the unit may re-roll any failed Assault Checks in their first round of close combat.

Mountaineers – the unit ignores steep slope movement penalties and altitude rules in missions that have them. The unit may move up or down an impassable cliff face by passing a Skill check.

No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

Morale

Rally 4+
Aggression 4+
Tenacity 4+

Formation

Attack +1
Recon 1

Infantry Unit



Agile, Extended Order, Ferocious, Mountaineers, No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Lebel Rifle	24"	RF	RF*	-	5+		Unbalanced
Bolt Action Rifle	24"	RF	RF*	-	5+		
Improvised Grenades	6"	1	1	+2	4+		Grenade, Improvised, Suppression

1915-16 Chasseur Alpins Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or Lebel rifle			1	98	1	113
4 Chasseurs with Lebel rifle						
Add Chasseur with Lebel rifle			0-9	17	0-9	20
Add Senior NCO with pistol or Lebel rifle			0-1&	+27	0-1&	+30
Add improvised grenades			Any	+1 ea	Any	+1 ea
Replace Lebel rifle with rifle grenade			0-2\$	+4 ea	0-2\$	+4 ea
Replace Lebel rifle with Chauchat			0-1#	+4	0-1#	+4
Upgrade all Lebel rifles to BA rifles (1916)			For unit	+2	For unit	+2
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

& - a maximum of 2 per platoon

\$ - a maximum number is allowed for the entire platoon as follows: 1915 (up to two per platoon), 1916 (up to 4 per platoon)

- a maximum number is allowed for the entire platoon as follows: 1915-16 (up to one per platoon)

Unit Special Rules:

Agile – the unit adds +1" to its movement distance each time it moves.

Extended Order – the unit may operate in extended order.

Ferocious – the unit may re-roll any failed Assault Checks in their first round of close combat.

Mountaineers – the unit ignores steep slope movement penalties and altitude rules in missions that have them. The unit may move up or down an impassable cliff face by passing a Skill check.

No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

Morale

Rally 4+
Aggression 4+
Tenacity 4+

Infantry Unit



Agile, Extended Order, Ferocious, Mountaineers, No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
Lebel Rifle	24"	RF	RF*	-	5+		Unbalanced
Bolt Action Rifle	24"	RF	RF*	-	5+		
Chauchat	30"	3	2	-	5+		Jams, Loader, Scythe
Improvised Grenades	6"	1	1	+2	4+		Grenade, Improvised, Suppression
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression

AF = Accelerated Fire RF = Rapid Fire

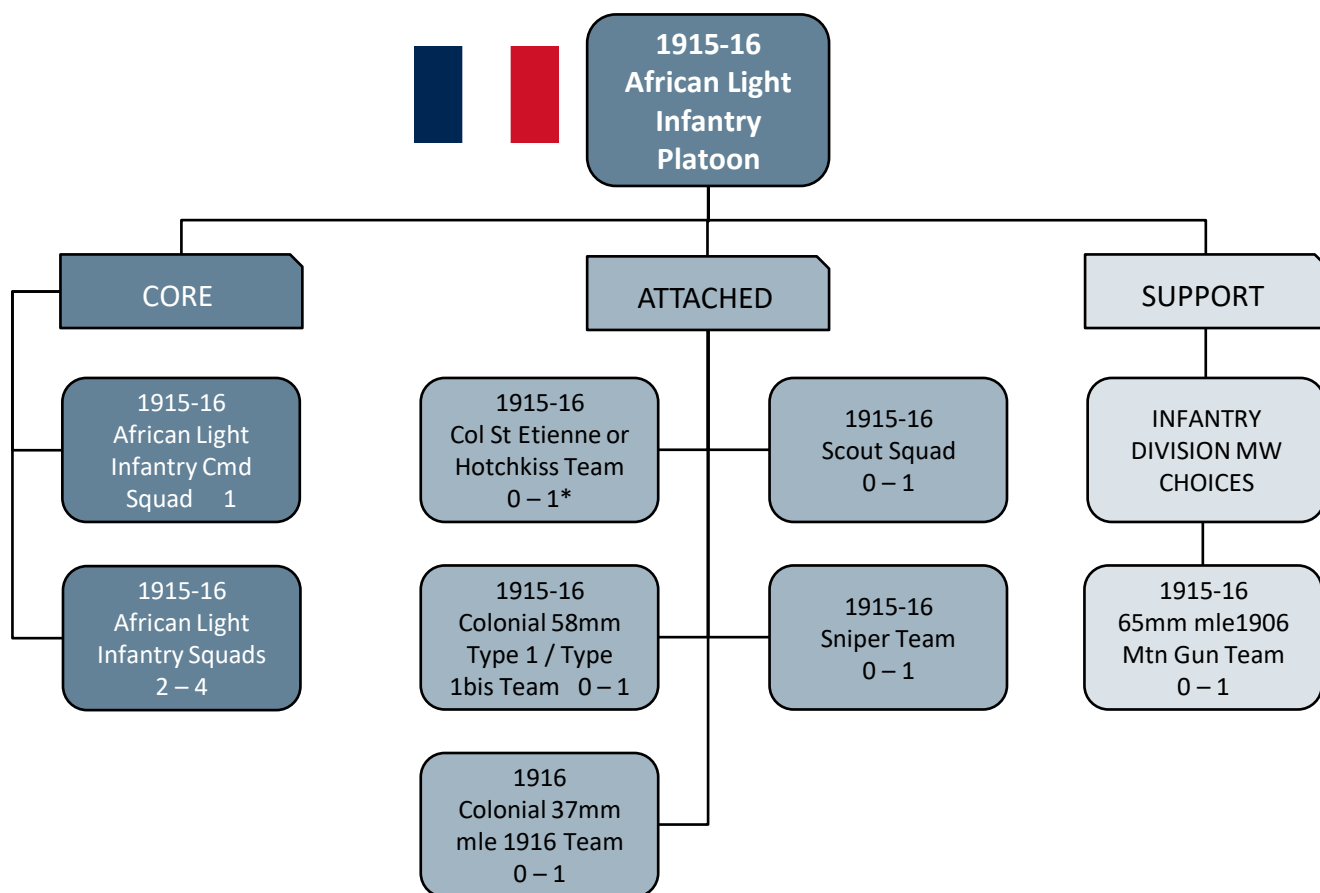
SS = Single Shot

* = Slow Firing

1915-16 AFRICAN LIGHT INFANTRY PLATOON

National Special Rules – French Colonial only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1915-16 African Light Infantry Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, sword, pistol, improvised grenades			1	22	1	30
Downgrade Officer to Green			0 - 1	-10		
Downgrade Officer to Difficult			0 - 1	-5	0 - 1	-8
Upgrade Officer to Energetic			0 - 1	+8	0 - 1	+10
Upgrade Officer to Inspiring			0 - 1	+18	0 - 1	+22
Attached Staff Officer and Aide, pistols			0 - 1	23	0 - 1	28
Medic, unarmed			0 - 1	17	0 - 1	19
Comms Specialist (Level 1), pistol			0 - 1	17	0 - 1	19
Senior NCO, Lebel rifle			0 - 1	21	0 - 1	24
Add Chasseur with Lebel rifle			0 - 4	11	0 - 4	14
Upgrade Officer's pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Replace Officer's sword with CFW			Any	-	Any	-
Add improvised grenades for NCO and riflemen			Any	+1 ea	Any	+1 ea
Upgrade all Lebel rifles to BA rifles (1916)			For unit	+2	For unit	+2
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

Unit Special Rules:

Extended Order – the unit may operate in extended order.

No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

Morale

Rally 4+

Aggression 4+

Tenacity 5+

Formation

Attack +1

Recon 1

Infantry Unit



Extended Order, No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Lebel Rifle	24"	RF	RF*	-	5+		Unbalanced
Bolt Action Rifle	24"	RF	RF*	-	5+		
Improvised Grenades	6"	1	1	+2	4+		Grenade, Improvised, Suppression

1915-16 African Light Infantry Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or Lebel rifle			1	68	1	83
4 Chasseurs with Lebel rifle						
Add Chasseur with Lebel rifle			0 - 9	11	0 - 9	14
Add Senior NCO with pistol or Lebel rifle			0 - 1&	+21	0 - 1&	+24
Add improvised grenades			Any	+1 ea	Any	+1 ea
Replace Lebel rifle with rifle grenade			0 - 2\$	+4 ea	0 - 2\$	+4 ea
Replace Lebel rifle with Chauchat			0 - 1#	+4	0 - 1#	+4
Upgrade all Lebel rifles to BA rifles (1916)			For unit	+2	For unit	+2
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

& - a maximum of 2 per platoon

\$ - a maximum number is allowed for the entire platoon as follows: 1915 (up to two per platoon), 1916 (up to 4 per platoon)

- a maximum number is allowed for the entire platoon as follows: 1915-16 (up to one per platoon)

Unit Special Rules:

Extended Order – the unit may operate in extended order.

No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

Morale

Rally 4+

Aggression 4+

Tenacity 5+

Infantry Unit



Extended Order, No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
Lebel Rifle	24"	RF	RF*	-	5+		Unbalanced
Bolt Action Rifle	24"	RF	RF*	-	5+		
Chauchat	30"	3	2	-	5+		Jams, Loader, Scythe
Improvised Grenades	6"	1	1	+2	4+		Grenade, Improvised, Suppression
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression

AF = Accelerated Fire

RF = Rapid Fire

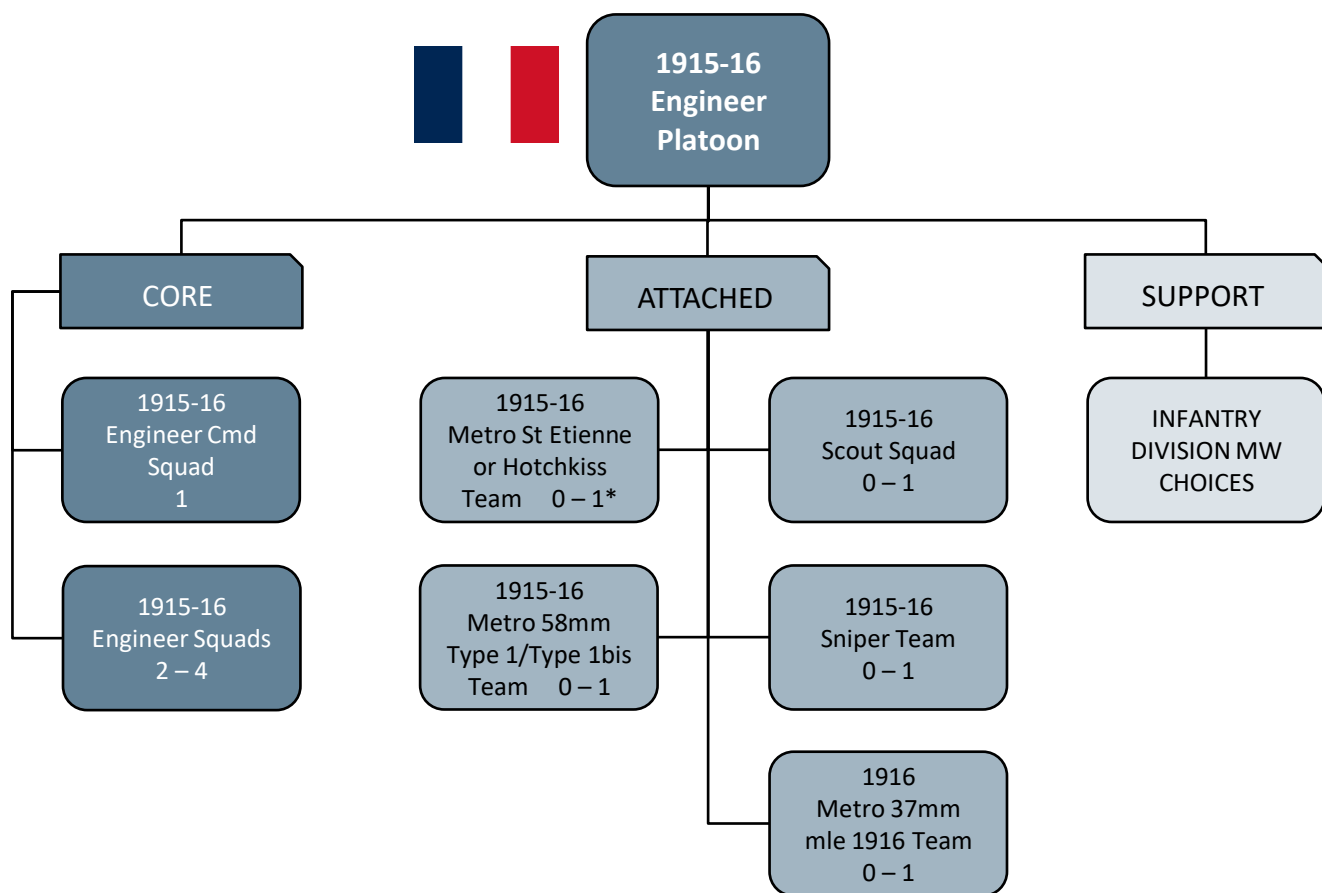
SS = Single Shot

* = Slow Firing

1915-16 ENGINEER PLATOON

National Special Rules – French Metropolitan only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1915-16 Engineer Command Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, sword, pistol, improvised grenades			1	22	1	30
Downgrade Officer to Green			0-1	-10		
Downgrade Officer to Difficult			0-1	-5	0-1	-8
Upgrade Officer to Energetic			0-1	+8	0-1	+10
Upgrade Officer to Inspiring			0-1	+18	0-1	+22
Attached Staff Officer and Aide, pistols			0-1	23	0-1	28
Medic, unarmed			0-1	17	0-1	19
Comms Specialist (Level 1), pistol			0-1	17	0-1	19
Senior NCO, Lebel rifle, improvised grenades			0-1	25	0-1	28
Add Genie with Lebel rifle, improvised grenades			0-4	15	0-4	18
Upgrade Officer's pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Replace Officer's sword with CFW			Any	-	Any	-
Upgrade improvised grenades to grenades			All/none	+1 ea	All/none	+1 ea
Upgrade all Lebel rifles to BA rifles (1916)			For unit	+2	For unit	+2
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

Morale

Rally 4+
Aggression 4+
Tenacity 4+

Formation

Attack +1
Recon 0



Infantry Unit

No Head Protection, Pioneers

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Lebel Rifle	24"	RF	RF*	-	5+		Unbalanced
Bolt Action Rifle	24"	RF	RF*	-	5+		
Improvised Grenades	6"	1	1	+2	4+		Grenade, Improvised, Suppression
Grenades	6"	1	1	+2	4+		Grenade, Suppression

Unit Special Rules:

No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

Pioneers – +1 to Assault checks when assaulting buildings or fortifications, and +1 PEN in close combat. May perform engineering tasks.

1915-16 Engineer Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or Lebel rifle, improvised grenades			1	88	1	103
4 Genie with Lebel rifle, improvised grenades			0-9	15	0-9	18
Add Genie with Lebel rifle, improvised grenades			0-9	15	0-9	18
Upgrade improvised grenades to grenades			All/none	+1 ea	All/none	+1 ea
Add smoke grenades (for unit)			For unit	+5	For unit	+5
Replace Lebel rifle with rifle grenade			0-2\$	+4 ea	0-2\$	+4 ea
Replace 2 Lebel riflemen with Flamethrower team			0-1	+14	0-1	+14
Upgrade all Lebel rifles to BA rifles (1916)			For unit	+2	For unit	+2
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea
Equip unit with extended charges			For unit	+7	For unit	+7

Morale

Rally 4+
Aggression 4+
Tenacity 4+



Infantry Unit

No Head Protection, Pioneers

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto
Infantry with Flamethrower	7"	11"	5"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
Lebel Rifle	24"	RF	RF*	-	5+		Unbalanced
Bolt Action Rifle	24"	RF	RF*	-	5+		
Improvised Grenades	6"	1	1	+2	4+		Grenade, Improvised, Suppression
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression
Flamethrower	6"	d6	d6	+3	3+		Bulky, Flamethrower, Suppression

\$ - a maximum number is allowed for the entire platoon as follows: 1915 (up to two per platoon), 1916 (up to 4 per platoon)

Unit Special Rules:

Extended Charges – a unit equipped with these weapons may deploy and activate them using a special action. The unit may target a single enemy unit or wire section within 6". For every 4 figures in the unit an extended charge attack may be made. Each attack succeeds on a skill check, and each success destroys a wire or mine section or inflicts a d6 blast or a +3 PEN hit on an enemy unit. Any roll of 1 on a skill check inflicts 2 wounds on the using unit.

No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

Pioneers – +1 to Assault checks when assaulting buildings or fortifications, and +1 PEN in close combat. May perform engineering tasks.

AF = Accelerated Fire RF = Rapid Fire SS = Single Shot * = Slow Firing

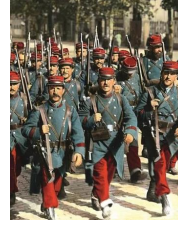
1915-16 Scout Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or Lebel rifle 4 Scouts with Lebel rifle			1	73	1	88
Add Scouts with Lebel rifle			0-11	12	0-11	15
Add improvised grenades			Any	+1 ea	Any	+1 ea
Upgrade improvised grenades to grenades			All/none	+1 ea	All/none	+1 ea
Upgrade all Lebel rifles to BA rifles (1916)			For unit	+2	For unit	+2
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

Morale

Rally 4+
Aggression 5+
Tenacity 5+



Infantry Unit

Unit Special Rules:

Extended Order – the unit may operate in extended order

Independent – the unit may activate outside of the influence range of the formation commander without an activation die penalty.

No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

Recon – the unit contributes 1 recon point to the force.

Scouts – unit counts as having Hit the Dirt unless it fired during its last activation. It may also make a Scout move in missions which allow it.

Extended Order, Independent, No Head Protection, Recon 1, Scouts

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
Lebel Rifle	24"	RF	RF*	-	5+		Unbalanced
Bolt Action Rifle	24"	RF	RF*	-	5+		
Improvised Grenades	6"	1	1	+2	4+		Grenade, Improvised, Suppression
Grenades	6"	1	1	+2	4+		Grenade, Suppression

1915-16 Conscript Replacement Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or Lebel rifle 7 Riflemen with Lebel rifle	1	53				
Add Riflemen with Lebel rifle	0-8	5				
Add improvised grenades	All/none	+1 ea				
Upgrade all Lebel rifles to BA rifles (1916)	For unit	+2				
Upgrade entire unit with steel helmets	For unit	+1 ea				

Morale

Rally 5+
Aggression 4+
Tenacity 5+



Infantry Unit

Unit Special Rules:

Close Order – the unit may only operate in Close Order.

Conscripts – the unit rolls 1d6 the first time it takes a casualty during each turn. On a 1 the unit must make an immediate Fall Back action. On a 6+ it increases its Rally value by one for the duration of the action. The maximum increase to a Conscript unit's Rally value is +1.

No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

Close Order, Conscripts, No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
Lebel Rifle	24"	RF	RF*	-	5+		Unbalanced
Bolt Action Rifle	24"	RF	RF*	-	5+		
Improvised Grenades	6"	1	1	+2	4+		Grenade, Improvised, Suppression

AF = Accelerated Fire

RF = Rapid Fire

SS = Single Shot

* = Slow Firing

Cavalry Battlegroups and Units

French Empire 1915-16



Offered by Wasatch Miniatures and GAJO Games

<http://www.gajominis.com>

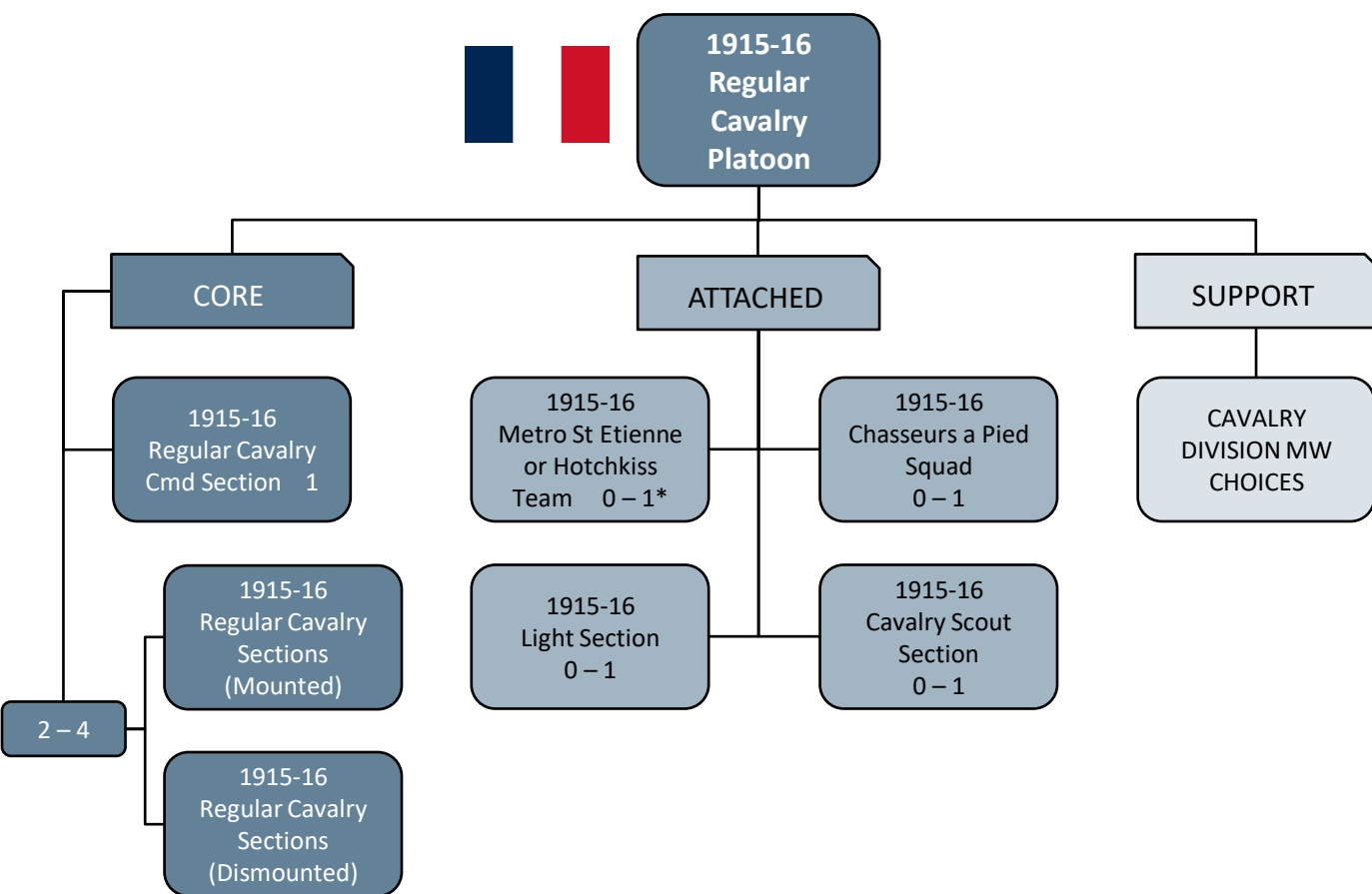
gajominis@aol.com



1915-16 REGULAR CAVALRY PLATOON

National Special Rules – French Metropolitan only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1915-16 Regular Cavalry Command Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, pistol, sabre, grenades, horse			1	24	1	32
Downgrade Officer to Green			0-1	-10		
Downgrade Officer to Difficult			0-1	-5	0-1	-8
Upgrade Officer to Energetic			0-1	+8	0-1	+10
Upgrade Officer to Inspiring			0-1	+18	0-1	+22
Attached Staff Officer and Aide, pistols, sabre, horse			0-1	25	0-1	30
Medic, unarmed, horse			0-1	18	0-1	20
Farrier, pistol, sabre, horse			0-1	18	0-1	20
Musician, pistol, sabre, horse			0-1	13	0-1	15
Senior NCO, BA carbine, sabre, horse			0-1	25	0-1	28
Add Trooper, BA carbine, sabre, horse			0-2	15	0-2	18
Add improvised grenades			Any	+1 ea	Any	+1 ea
Add grenades			Any	+2 ea	Any	+2 ea

Morale

Rally 4+
Aggression 4+
Tenacity 4+

Formation

Attack +2
Recon 2

Mounted Unit



Cavalry, Extended Order, HM (Poor), Mounted, No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Mounted	10"	16"	8"	3+
Dismounted	8"	12"	6"	Auto

Unit Special Rules:

Cavalry – A mounted cavalry unit that wins an assault may make a breakthrough charge. A mounted cavalry unit requires an extra wound to remove a model as a casualty (2 for a trooper, 3 for a character).

Extended Order – the unit may operate in extended order.

Horse Mastership/HM (Poor) – the unit subtracts 1" from its Maneuver and Double Time move distances when mounted.

Mounted – unit does not benefit from concealment, except from being in extended order, or protection while mounted. It receives a -1 to its Accuracy checks when shooting except when using a pistol or SA pistol, and it receives a -1 to Assault checks against unsuppressed infantry units.

No Head Protection – unit receives -1 on Triage Checks.

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
BA carbine	18"	RF	RF*	-	5+		Handy
Improvised Grenades	6"	1	1	+2	4+		Grenade, Improvised, Suppression
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Sabre	melee						+1 to Assault Checks on Assault move

1915-16 Regular Cavalry Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol, sabre, horse			1	90	1	105
4 Troopers, BA carbine, sabre, horse						
Add Trooper, BA carbine, sabre, horse			0-3	15	0-3	18
Add lance (Dragoons)			All	+1 ea	Any	+1 ea
Add lance (Chasseurs)			Any	+1 ea	Any	+1 ea
Add Cuirass (Cuirassiers)			All/none	+1 ea	All/none	+1 ea
Add improvised grenades			Any	+1 ea	Any	+1 ea
Add grenades			Any	+2 ea	Any	+2 ea

Morale

Rally 4+
Aggression 4+
Tenacity 4+

Mounted Unit



Cavalry, Extended Order, HM (Poor), Mounted, No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Mounted	10"	16"	8"	3+
Dismounted	8"	12"	6"	Auto

Unit Special Rules:

Cavalry – A mounted cavalry unit that wins an assault may make a breakthrough charge. A mounted cavalry unit requires an extra wound to remove a model as a casualty (2 for a trooper, 3 for a character).

Extended Order – the unit may operate in extended order.

Horse Mastership/HM (Poor) – the unit subtracts 1" from its Maneuver and Double Time move distances when mounted.

Mounted – unit does not benefit from concealment, except from being in extended order, or protection while mounted. It receives a -1 to its Accuracy checks when shooting except when using a pistol or SA pistol, and it receives a -1 to Assault checks against unsuppressed infantry units.

No Head Protection – unit receives -1 on Triage Checks.

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
BA carbine	18"	RF	RF*	-	5+		Handy
Improvised Grenades	6"	1	1	+2	4+		Grenade, Improvised, Suppression
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Sabre	melee						+1 to Assault Checks on Assault move
Lance	melee						Re-roll Assault Checks on Assault move

AF = Accelerated Fire RF = Rapid Fire SS = Single Shot * = Slow Firing

1915-16 Regular Dismounted Cavalry Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol or BA carbine 4 Troopers, BA carbine			0 - 1	80	0 - 1	95
Add Trooper, BA carbine			0 - 3	13	0 - 3	16
<i>Equip the entire unit with cycles</i>			<i>For unit</i>	<i>+5</i>	<i>For unit</i>	<i>+5</i>
<i>Add improvised grenades</i>			<i>Any</i>	<i>+1 ea</i>	<i>Any</i>	<i>+1 ea</i>
<i>Add grenades</i>			<i>Any</i>	<i>+2 ea</i>	<i>Any</i>	<i>+2 ea</i>

Morale	
Rally	4+
Aggression	4+
Tenacity	4+

Infantry Unit



Unit Special Rules:

Cycles – the unit may make a maneuver action using its Double Time movement rate on the first turn of a mission, or its first turn entering from reserve.

Extended Order – the unit may operate in extended order.

No Head Protection – unit receives -1 on Triage Checks.

Extended Order, No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Dismounted	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
BA carbine	18"	RF	RF*	-	5+		Handy
Improvised Grenades	6"	1	1	+2	4+		Grenade, Improvised, Suppression
Grenades	6"	1	1	+2	4+		Grenade, Suppression

AF = Accelerated Fire

RF = Rapid Fire

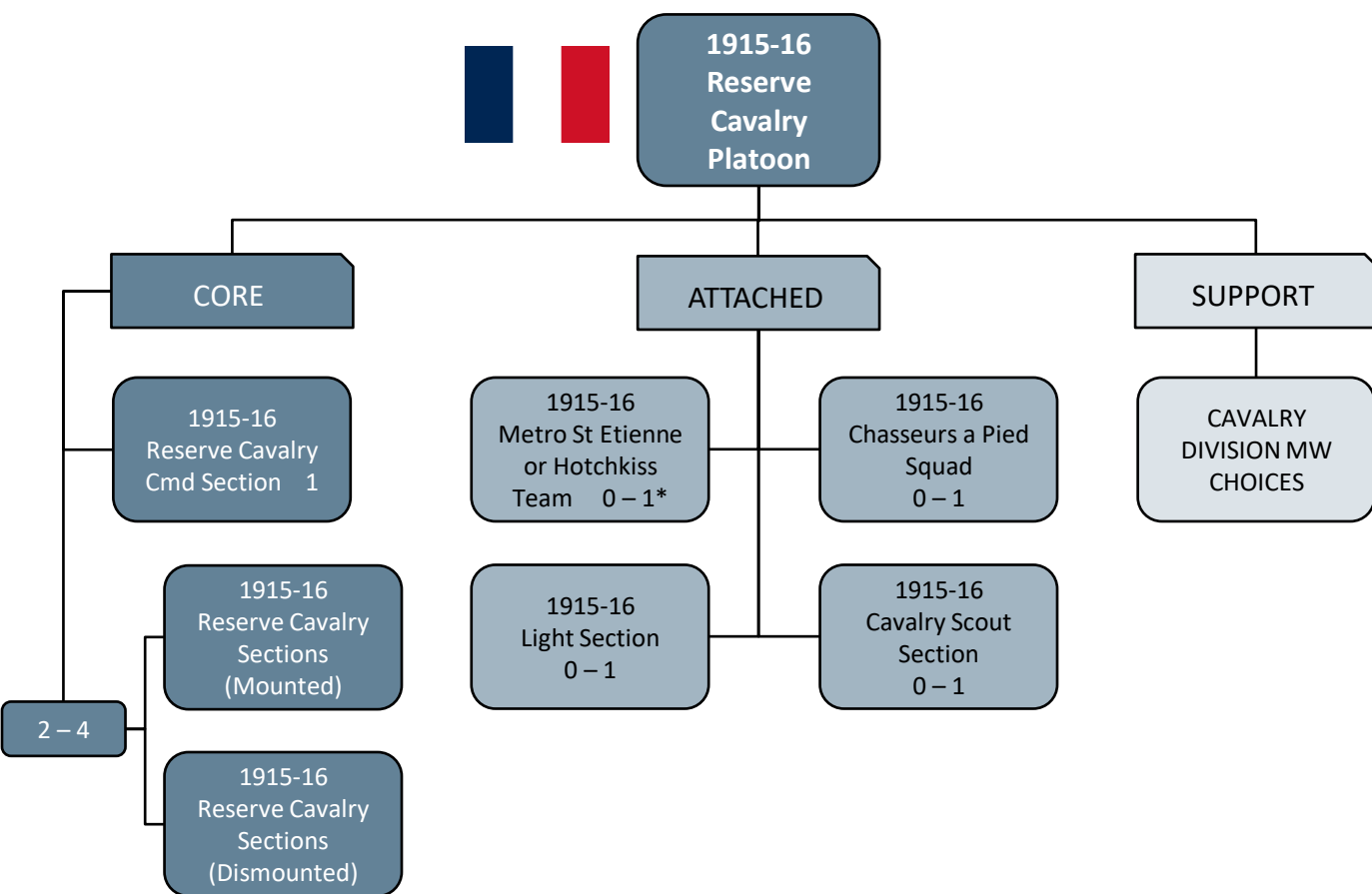
SS = Single Shot

* = Slow Firing

1915-16 RESERVE CAVALRY PLATOON

National Special Rules – French Metropolitan only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1915-16 Reserve Cavalry Command Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, pistol, sabre, grenades, horse	1	18	1	24		
Downgrade Officer to Green	0-1	-7	0-1	-10		
Downgrade Officer to Difficult	0-1	-4	0-1	-5		
Upgrade Officer to Energetic	0-1	+5	0-1	+8		
Upgrade Officer to Inspiring			0-1	+18		
Attached Staff Officer and Aide, pistols, sabre, horse	0-1	22	0-1	25		
Medic, unarmed, horse	0-1	16	0-1	18		
Farrier, pistol, sabre, horse	0-1	16	0-1	18		
Musician, pistol, sabre, horse	0-1	11	0-1	13		
Senior NCO, BA carbine, sabre, horse	0-1	20	0-1	23		
Add Trooper, BA carbine, sabre, horse	0-2	10	0-2	13		
Add improvised grenades	Any	+1 ea	Any	+1 ea		
Add grenades	Any	+2 ea	Any	+2 ea		

Morale

Rally 4+
Aggression 5+
Tenacity 4+

Formation

Attack +2
Recon 2

Mounted Unit



Cavalry, Extended Order, HM (Poor), Mounted, No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Mounted	10"	16"	8"	3+
Dismounted	8"	12"	6"	Auto

Unit Special Rules:

Cavalry – A mounted cavalry unit that wins an assault may make a breakthrough charge. A mounted cavalry unit requires an extra wound to remove a model as a casualty (2 for a trooper, 3 for a character).

Extended Order – the unit may operate in extended order.

Horse Mastership/HM (Poor) – the unit subtracts 1" from its Maneuver and Double Time move distances when mounted.

Mounted – unit does not benefit from concealment, except from being in extended order, or protection while mounted. It receives a -1 to its Accuracy checks when shooting except when using a pistol or SA pistol, and it receives a -1 to Assault checks against unsuppressed infantry units.

No Head Protection – unit receives -1 on Triage Checks.

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
BA carbine	18"	RF	RF*	-	5+		Handy
Improvised Grenades	6"	1	1	+2	4+		Grenade, Improvised, Suppression
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Sabre	melee						+1 to Assault Checks on Assault move

1915-16 Reserve Cavalry Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol, sabre, horse	1	65	1	80		
4 Troopers, BA carbine, sabre, horse						
Add Trooper, BA carbine, sabre, horse	0-3	10	0-3	13		
Add lance (Dragoons)	All	+1 ea	All	+1 ea		
Add lance (Chasseurs)	Any	+1 ea	Any	+1 ea		
Add Cuirass (Cuirassiers)	All/none	+1 ea	All/none	+1 ea		
Add improvised grenades	Any	+1 ea	Any	+1 ea		
Add grenades	Any	+2 ea	Any	+2 ea		

Morale

Rally 4+
Aggression 5+
Tenacity 4+

Mounted Unit



Cavalry, Extended Order, HM (Poor), Mounted, No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Mounted	10"	16"	8"	3+
Dismounted	8"	12"	6"	Auto

Unit Special Rules:

Cavalry – A mounted cavalry unit that wins an assault may make a breakthrough charge. A mounted cavalry unit requires an extra wound to remove a model as a casualty (2 for a trooper, 3 for a character).

Extended Order – the unit may operate in extended order.

Horse Mastership/HM (Poor) – the unit subtracts 1" from its Maneuver and Double Time move distances when mounted.

Mounted – unit does not benefit from concealment, except from being in extended order, or protection while mounted. It receives a -1 to its Accuracy checks when shooting except when using a pistol or SA pistol, and it receives a -1 to Assault checks against unsuppressed infantry units.

No Head Protection – unit receives -1 on Triage Checks.

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
BA carbine	18"	RF	RF*	-	5+		Handy
Improvised Grenades	6"	1	1	+2	4+		Grenade, Improvised, Suppression
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Sabre	melee						+1 to Assault Checks on Assault move
Lance	melee						Re-roll Assault Checks on Assault move

AF = Accelerated Fire RF = Rapid Fire SS = Single Shot * = Slow Firing

1915-16 Reserve Dismounted Cavalry Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol or BA carbine 4 Troopers, BA carbine	0-1	60	0-1	70		
Add Trooper, BA carbine	0-3	9	0-3	11		
<i>Equip the entire unit with cycles</i>	<i>For unit</i>	<i>+5</i>	<i>For unit</i>	<i>+5</i>		
<i>Add improvised grenades</i>	<i>Any</i>	<i>+1 ea</i>	<i>Any</i>	<i>+1 ea</i>		
<i>Add grenades</i>	<i>Any</i>	<i>+2 ea</i>	<i>Any</i>	<i>+2 ea</i>		

Morale	
Rally	4+
Aggression	5+
Tenacity	4+

Infantry Unit



Unit Special Rules:

Cycles – the unit may make a maneuver action using its Double Time movement rate on the first turn of a mission, or its first turn entering from reserve.

Extended Order – the unit may operate in extended order.

No Head Protection – unit receives -1 on Triage Checks.

Extended Order, No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Dismounted	8"	12"	6"	Auto

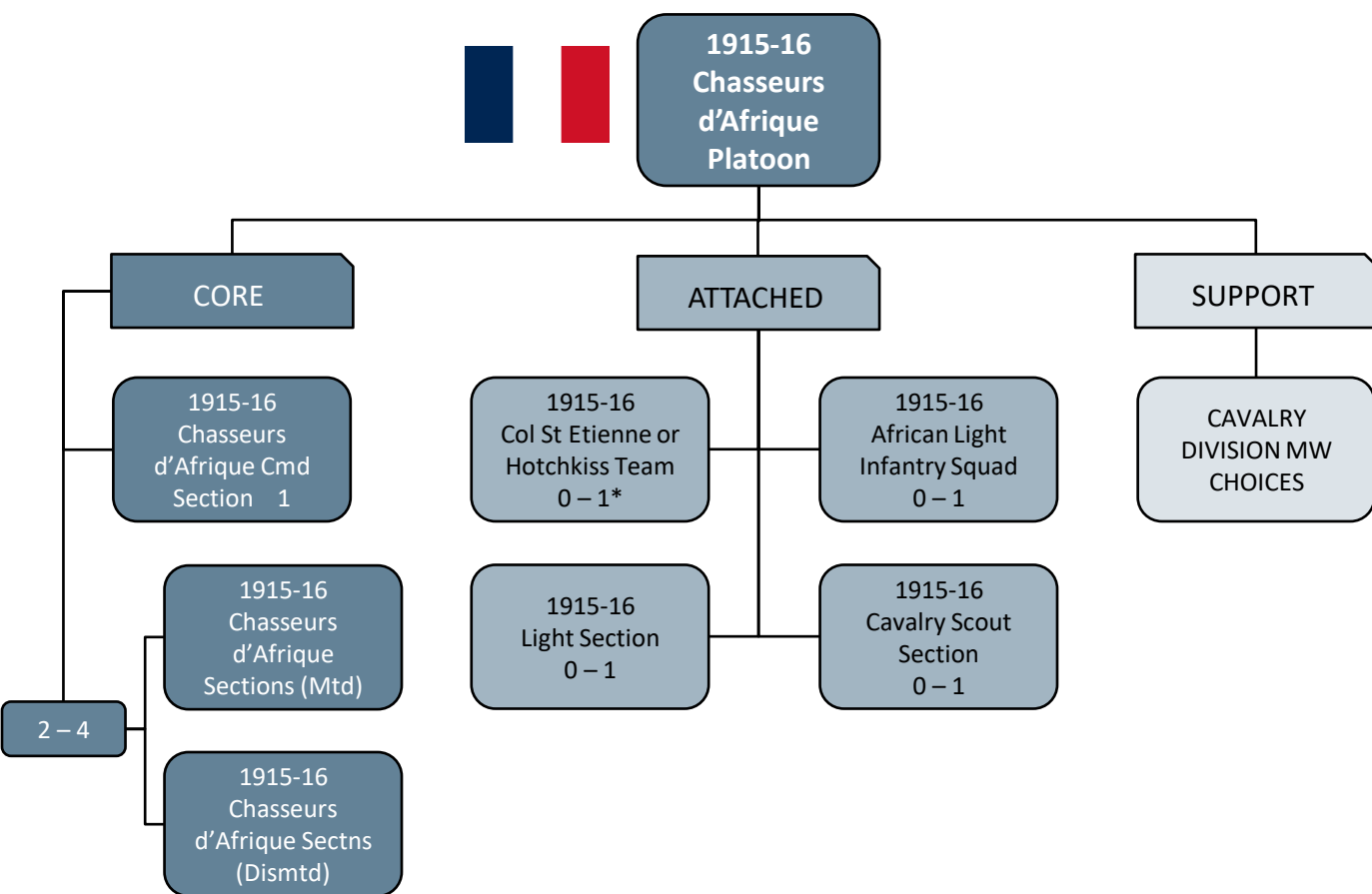
Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
BA carbine	18"	RF	RF*	-	5+		Handy
Improvised Grenades	6"	1	1	+2	4+		Grenade, Improvised, Suppression
Grenades	6"	1	1	+2	4+		Grenade, Suppression

AF = Accelerated Fire RF = Rapid Fire SS = Single Shot * = Slow Firing

1915-16 CHASSEUR d'AFRIQUE PLATOON

National Special Rules – French Colonials only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1915-16 Chasseurs d'Afrique Command Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, pistol, sabre, horse			1	24	1	32
Downgrade Officer to Green			0 - 1	-10		
Downgrade Officer to Difficult			0 - 1	-5	0 - 1	-8
Upgrade Officer to Energetic			0 - 1	+8	0 - 1	+10
Upgrade Officer to Inspiring			0 - 1	+18	0 - 1	+22
Attached Staff Officer and Aide, pistols, sabre, horse			0 - 1	25	0 - 1	30
Medic, unarmed, horse			0 - 1	18	0 - 1	20
Farrier, pistol, sabre, horse			0 - 1	18	0 - 1	20
Musician, pistol, sabre, horse			0 - 1	13	0 - 1	15
Senior NCO, BA carbine, sabre, horse			0 - 1	26	0 - 1	29
Add Trooper, BA carbine, sabre, horse			0 - 2	16	0 - 2	19
Add improvised grenades			Any	+1 ea	Any	+1 ea
Add grenades			Any	+2 ea	Any	+2 ea

Morale

Rally 4+
Aggression 3+
Tenacity 4+

Formation

Attack +2
Recon 2

Mounted Unit



Cavalry, Extended Order, HM (Poor), Mounted, No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Mounted	10"	16"	8"	3+
Dismounted	8"	12"	6"	Auto

Unit Special Rules:

Cavalry – A mounted cavalry unit that wins an assault may make a breakthrough charge. A mounted cavalry unit requires an extra wound to remove a model as a casualty (2 for a trooper, 3 for a character).

Extended Order – the unit may operate in extended order.

Horse Mastership/HM (Poor) – the unit subtracts 1" from its Maneuver and Double Time move distances when mounted.

Mounted – unit does not benefit from concealment, except from being in extended order, or protection while mounted. It receives a -1 to its Accuracy checks when shooting except when using a pistol or SA pistol, and it receives a -1 to Assault checks against unsuppressed infantry units.

No Head Protection – unit receives -1 on Triage Checks.

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
BA carbine	18"	RF	RF*	-	5+		Handy
Improvised Grenades	6"	1	1	+2	4+		Grenade, Improvised, Suppression
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Sabre	melee						+1 to Assault Checks on Assault move

1915-16 Chasseurs d'Afrique Section

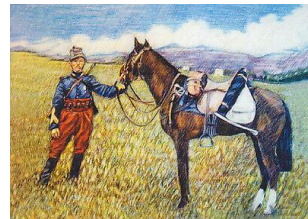


Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol, sabre, horse			1	95	1	110
4 Troopers, BA carbine, sabre, horse			0 - 3	16	0 - 3	19
Add Trooper, BA carbine, sabre, horse			Any	+1 ea	Any	+1 ea
Add lance			Any	+1 ea	Any	+1 ea
Add improvised grenades			Any	+1 ea	Any	+1 ea
Add grenades			Any	+2 ea	Any	+2 ea

Morale

Rally 4+
Aggression 3+
Tenacity 4+

Mounted Unit



Cavalry, Extended Order, HM (Poor), Mounted, No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Mounted	10"	16"	8"	3+
Dismounted	8"	12"	6"	Auto

Unit Special Rules:

Cavalry – A mounted cavalry unit that wins an assault may make a breakthrough charge. A mounted cavalry unit requires an extra wound to remove a model as a casualty (2 for a trooper, 3 for a character).

Extended Order – the unit may operate in extended order.

Horse Mastership/HM (Poor) – the unit subtracts 1" from its Maneuver and Double Time move distances when mounted.

Mounted – unit does not benefit from concealment, except from being in extended order, or protection while mounted. It receives a -1 to its Accuracy checks when shooting except when using a pistol or SA pistol, and it receives a -1 to Assault checks against unsuppressed infantry units.

No Head Protection – unit receives -1 on Triage Checks.

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
BA carbine	18"	RF	RF*	-	5+		Handy
Improvised Grenades	6"	1	1	+2	4+		Grenade, Improvised, Suppression
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Sabre	melee						+1 to Assault Checks on Assault move
Lance	melee						Re-roll Assault Checks on Assault move

AF = Accelerated Fire

RF = Rapid Fire

SS = Single Shot

* = Slow Firing

1915-16 Dismounted Chasseurs d'Afrique Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol or BA carbine			0 - 1	85	0 - 1	100
4 Troopers, BA carbine			0 - 3	14	0 - 3	17
Add Trooper, BA carbine						
<i>Equip the entire unit with cycles</i>			<i>For unit</i>	<i>+5</i>	<i>For unit</i>	<i>+5</i>
<i>Add improvised grenades</i>			<i>Any</i>	<i>+1 ea</i>	<i>Any</i>	<i>+1 ea</i>
<i>Add grenades</i>			<i>Any</i>	<i>+2 ea</i>	<i>Any</i>	<i>+2 ea</i>

Morale	
Rally	4+
Aggression	3+
Tenacity	4+



Infantry Unit

Unit Special Rules:

Cycles – the unit may make a maneuver action using its Double Time movement rate on the first turn of a mission, or its first turn entering from reserve.

Extended Order – the unit may operate in extended order.

No Head Protection – unit receives -1 on Triage Checks.

Extended Order, No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Dismounted	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
BA carbine	18"	RF	RF*	-	5+		Handy
Improvised Grenades	6"	1	1	+2	4+		Grenade, Improvised, Suppression
Grenades	6"	1	1	+2	4+		Grenade, Suppression

AF = Accelerated Fire

RF = Rapid Fire

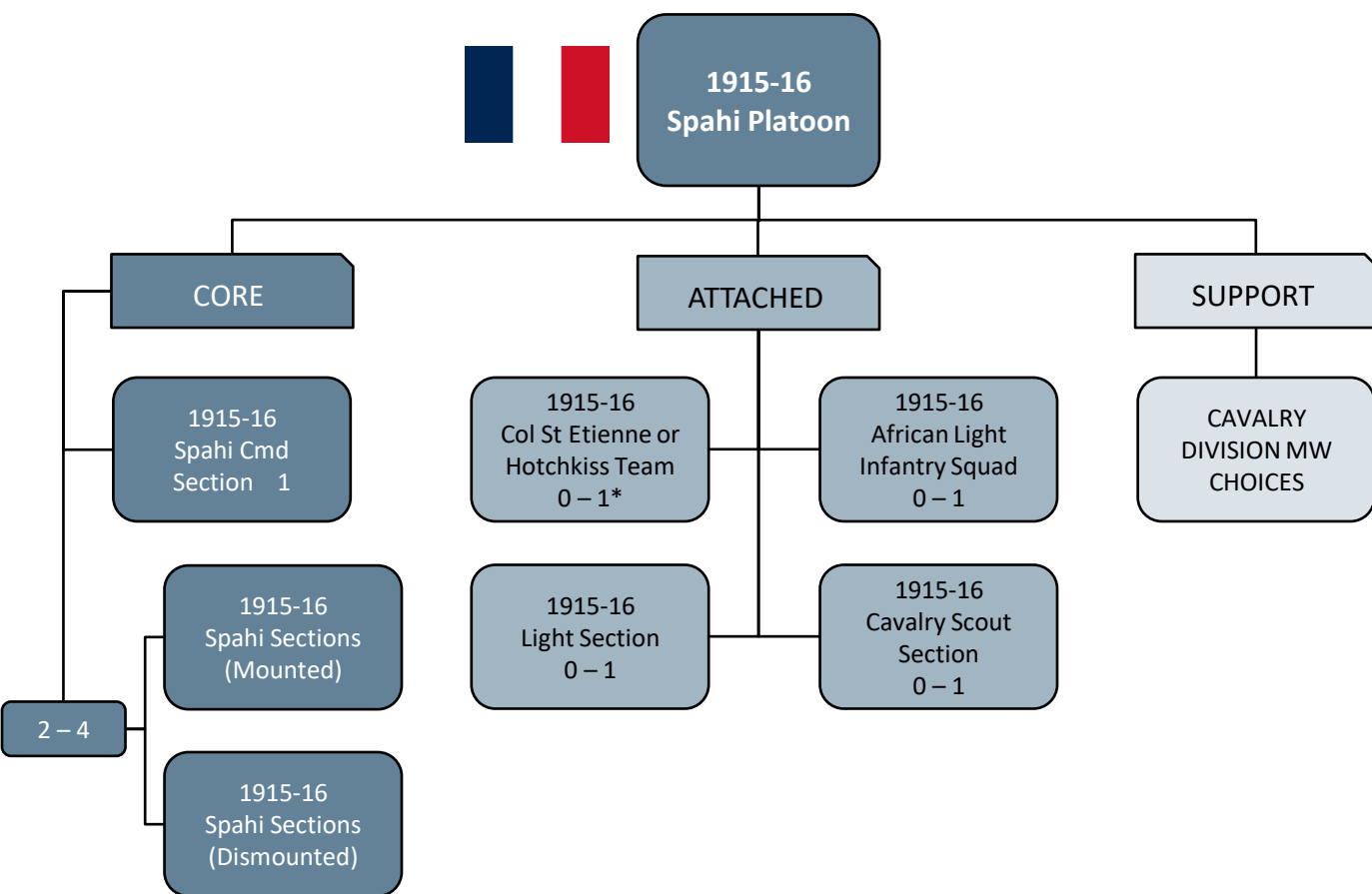
SS = Single Shot

* = Slow Firing

1915-16 SPAHI PLATOON

National Special Rules – French Colonials only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1915-16 Spahi Command Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, pistol, sabre, horse			1	24		
Downgrade Officer to Green			0 - 1	-10		
Downgrade Officer to Difficult			0 - 1	-5		
Upgrade Officer to Energetic			0 - 1	+8		
Upgrade Officer to Inspiring			0 - 1	+18		
Attached Staff Officer and Aide, pistols, sabre, horse			0 - 1	25		
Medic, unarmed, horse			0 - 1	18		
Farrier, pistol, sabre, horse			0 - 1	18		
Musician, pistol, sabre, horse			0 - 1	13		
Senior NCO, BA carbine, sabre, horse			0 - 1	22		
Add Trooper, BA carbine, sabre, horse			0 - 2	12		
Add improvised grenades			Any	+1 ea		
Add grenades			Any	+2 ea		

Morale

Rally 4+
Aggression 5+
Tenacity 5+

Formation

Attack +2
Recon 2

Mounted Unit



Cavalry, Extended Order, HM (Poor), Mounted, No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Mounted	10"	16"	8"	3+
Dismounted	8"	12"	6"	Auto

Unit Special Rules:

Cavalry – A mounted cavalry unit that wins an assault may make a breakthrough charge. A mounted cavalry unit requires an extra wound to remove a model as a casualty (2 for a trooper, 3 for a character).

Extended Order – the unit may operate in extended order.

Horse Mastership/HM (Poor) – the unit subtracts 1" from its Maneuver and Double Time move distances when mounted.

Mounted – unit does not benefit from concealment, except from being in extended order, or protection while mounted. It receives a -1 to its Accuracy checks when shooting except when using a pistol or SA pistol, and it receives a -1 to Assault checks against unsuppressed infantry units.

No Head Protection – unit receives -1 on Triage Checks.

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
BA carbine	18"	RF	RF*	-	5+		Handy
Improvised Grenades	6"	1	1	+2	4+		Grenade, Improvised, Suppression
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Sabre	melee						+1 to Assault Checks on Assault move

1915-16 Spahi Section

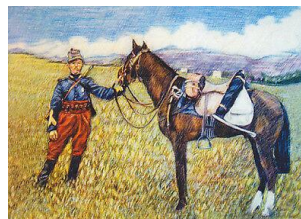


Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol, sabre, horse			1	75		
4 Troopers, BA carbine, sabre, horse						
Add Trooper, BA carbine, sabre, horse			0 - 3	12		
Add lance			Any	+1 ea		
Add improvised grenades			Any	+1 ea		
Add grenades			Any	+2 ea		

Morale

Rally 4+
Aggression 5+
Tenacity 5+

Mounted Unit



Cavalry, Extended Order, HM (Poor), Mounted, No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Mounted	10"	16"	8"	3+
Dismounted	8"	12"	6"	Auto

Unit Special Rules:

Cavalry – A mounted cavalry unit that wins an assault may make a breakthrough charge. A mounted cavalry unit requires an extra wound to remove a model as a casualty (2 for a trooper, 3 for a character).

Extended Order – the unit may operate in extended order.

Horse Mastership/HM (Poor) – the unit subtracts 1" from its Maneuver and Double Time move distances when mounted.

Mounted – unit does not benefit from concealment, except from being in extended order, or protection while mounted. It receives a -1 to its Accuracy checks when shooting except when using a pistol or SA pistol, and it receives a -1 to Assault checks against unsuppressed infantry units.

No Head Protection – unit receives -1 on Triage Checks.

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
BA carbine	18"	RF	RF*	-	5+		Handy
Improvised Grenades	6"	1	1	+2	4+		Grenade, Improvised, Suppression
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Sabre	melee						+1 to Assault Checks on Assault move
Lance	melee						Re-roll Assault Checks on Assault move

AF = Accelerated Fire RF = Rapid Fire SS = Single Shot * = Slow Firing

1915-16 Dismounted Spahi Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol or BA carbine			0 - 1	65		
4 Troopers, BA carbine			0 - 3	10		
Add Trooper, BA carbine						
<i>Equip the entire unit with cycles</i>			<i>For unit</i>	<i>+5</i>		
<i>Add improvised grenades</i>			<i>Any</i>	<i>+1 ea</i>		
<i>Add grenades</i>			<i>Any</i>	<i>+2 ea</i>		

Morale	
Rally	4+
Aggression	5+
Tenacity	5+



Infantry Unit

Unit Special Rules:

Cycles – the unit may make a maneuver action using its Double Time movement rate on the first turn of a mission, or its first turn entering from reserve.

Extended Order – the unit may operate in extended order.

No Head Protection – unit receives -1 on Triage Checks.

Extended Order, No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Dismounted	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
BA carbine	18"	RF	RF*	-	5+		Handy
Improvised Grenades	6"	1	1	+2	4+		Grenade, Improvised, Suppression
Grenades	6"	1	1	+2	4+		Grenade, Suppression

AF = Accelerated Fire

RF = Rapid Fire

SS = Single Shot

* = Slow Firing

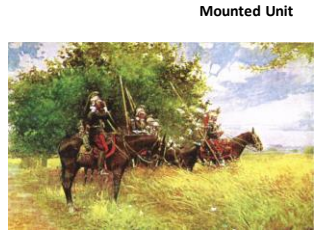
1915-16 Cavalry Scout Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol, sabre, horse			0 - 1	85	0 - 1	95
4 Troopers, BA carbine, sabre, horse						
Add Trooper, BA carbine, sabre, horse			0 - 3	14	0 - 3	16
Add lance (Dragoons)			All	+1 ea	All	+1 ea
Add lance (Chasseurs)			Any	+1 ea	Any	+1 ea
Add Cuirass (Cuirassiers)			All/none	+1 ea	All/none	+1 ea
Add improvised grenades			Any	+1 ea	Any	+1 ea
Add grenades			Any	+2 ea	Any	+2 ea

Morale

Rally 4+
Aggression 5+
Tenacity 5+



Cavalry, Extended Order, HM (Poor), Independent, Mounted, No Head Protection, Recon 2

Unit Special Rules:

Cavalry – A mounted cavalry unit that wins an assault may make a breakthrough charge. A mounted cavalry unit requires an extra wound to remove a model as a casualty (2 for a trooper, 3 for a character).

Extended Order – the unit may operate in extended order.

Horse Mastership/HM (Poor) – the unit subtracts 1" from its Maneuver and Double Time move distances when mounted.

Independent – the unit may activate outside of the influence range of the battlegroup commander without an activation die penalty.

Mounted – unit does not benefit from concealment, except from being in extended order, or protection while mounted. It receives a -1 to its Accuracy checks when shooting except when using a pistol or SA pistol, and it receives a -1 to Assault checks against unsuppressed infantry units.

No Head Protection – unit receives -1 on Triage Checks.

Recon 2 – the unit contributes 2 recon points to the force.

Unit	Maneuver	Double Time	Assault	Agility
Mounted	10"	16"	8"	3+
Dismounted	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
BA carbine	18"	RF	RF*	-	5+		Handy
Improvised Grenades	6"	1	1	+2	4+		Grenade, Improvised, Suppression
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Sabre	melee						+1 to Assault Checks on Assault move
Lance	melee						Re-roll Assault Checks on Assault move

1915-16 Light Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol or BA carbine, horse			1	80	1	95
4 Troopers, BA carbine, horse						
Add Trooper, BA carbine, horse			0 - 3	13	0 - 3	16
Remove the entire unit's horses			All/none	-1 ea	All/none	-1 ea
Equip the entire dismounted unit with cycles			For unit	+5	For unit	+5
Add improvised grenades			Any	+1 ea	Any	+1 ea
Add grenades			Any	+2 ea	Any	+2 ea
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

Morale

Rally 4+
Aggression 4+
Tenacity 4+



Extended Order, Mounted, No Head Protection, Poor Shots

Unit Special Rules:

Cycles – the unit may make a maneuver action using its Double Time movement rate on the first turn of a mission, or its first turn entering from reserve.

Extended Order – the unit may operate in extended order.

Mounted – unit does not benefit from concealment, except from being in extended order, or protection while mounted. It receives a -1 to its Accuracy checks when shooting except when using a pistol or SA pistol, and it receives a -1 to Assault checks against unsuppressed infantry units.

No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

Poor Shots – The unit suffers an additional -1 to hit if shooting while mounted.

Unit	Maneuver	Double Time	Assault	Agility
Mounted	10"	16"	8"	3+
Dismounted	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
BA carbine	18"	RF	RF*	-	5+		Handy
Improvised Grenades	6"	1	1	+2	4+		Grenade, Improvised, Suppression
Grenades	6"	1	1	+2	4+		Grenade, Suppression

AF = Accelerated Fire RF = Rapid Fire SS = Single Shot * = Slow Firing

Vehicle Battlegroups and Units

French Empire 1915-16



Offered by Wasatch Miniatures and GAJO Games

<http://www.gajominis.com>

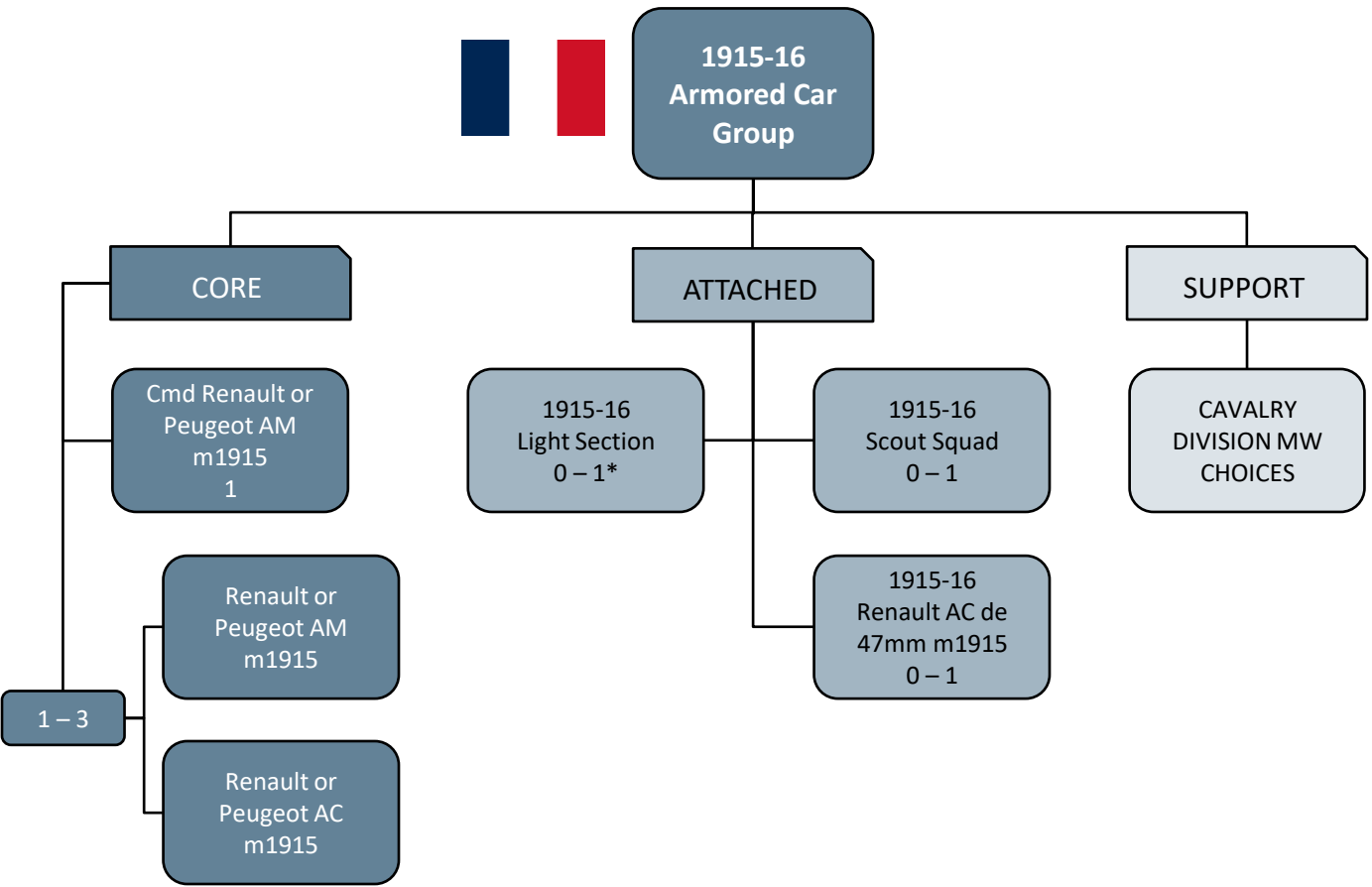
gajominis@aol.com



1915-16 ARMORED CAR GROUP

National Special Rules – French Metropolitan only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

Command Renault AM m1915 Armored Car



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer	1	16	1	22		
Downgrade Officer to Green	0-1	-7	0-1	-10		
Downgrade Officer to Difficult	0-1	-4	0-1	-5		
Upgrade Officer to Energetic	0-1	+5	0-1	+8		
Upgrade Officer to Inspiring			0-1	+18		
Renault AM M1915 Armored Car	1	29	1	34		
Upgrade 1 crewman to Mechanic			0-1#	+7		
Upgrade 1 crewman to Skilled Driver			0-1#	+5		
Upgrade 1 crewman to Expert Gunner			0-1#	+10		

Morale

Rally 4+
Aggression 4+
Tenacity 4+

Formation

Attack +2
Recon 1



Resilience 3

Armor

Front 7
Side 7
Top 6

- limit of 1 expert crew for regulars, 2 for veterans

Unit Special Rules:

Defensive MGs (x) – the vehicle receives a total of (x) attacks in close combat.

Expert Gunner – the vehicle may re-roll any one failed Accuracy Check each time it takes a fire, sustained fire or closing fire action.

Mechanic – the vehicle receives a +1 to Repair Checks.

Open Topped – the vehicle adds an additional suppression marker each time it receives any.

Skilled Driver – vehicle adds +1" to its Maneuver and Double Time moves, and it may re-roll one failed Agility Check per turn.

Tank Terror – the vehicle causes Tank Terror.

Wheeled – the vehicle triples its Double Time movement on roads.

Defensive MGs (2), Open Topped, Tank Terror, Wheeled

Unit	Maneuver	Double Time	Assault	Agility
Renault m1915	6"	9"	4"	6+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Central Mount MG	24"	3	2	W	5+		Anti-Aircraft, Scythe, Suppression

Command Peugeot AM m1915 Armored Car



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer	1	16	1	22		
Downgrade Officer to Green	0-1	-7	0-1	-10		
Downgrade Officer to Difficult	0-1	-4	0-1	-5		
Upgrade Officer to Energetic	0-1	+5	0-1	+8		
Upgrade Officer to Inspiring			0-1	+18		
Peugeot AM M1915 Armored Car	1	28	1	33		
Upgrade 1 crewman to Mechanic			0-1#	+7		
Upgrade 1 crewman to Skilled Driver			0-1#	+5		
Upgrade 1 crewman to Expert Gunner			0-1#	+10		

Morale

Rally 4+
Aggression 4+
Tenacity 4+



Resilience 3

Armor

Front 7
Side 7
Top 6

- limit of 1 expert crew for regulars, 2 for veterans

Unit Special Rules:

Defensive MGs (x) – the vehicle receives a total of (x) attacks in close combat.

Expert Gunner – the vehicle may re-roll any one failed Accuracy Check each time it takes a fire, sustained fire or closing fire action.

Mechanic – the vehicle receives a +1 to Repair Checks.

Open Topped – the vehicle adds an additional suppression marker each time it receives any.

Skilled Driver – vehicle adds +1" to its Maneuver and Double Time moves, and it may re-roll one failed Agility Check per turn.

Tank Terror – the vehicle causes Tank Terror.

Wheeled – the vehicle triples its Double Time movement on roads.

Defensive MGs (2), Open Topped, Tank Terror, Wheeled

Unit	Maneuver	Double Time	Assault	Agility
Peugeot m1915	5"	8"	4"	5+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Central Mount MG	24"	3	2	W	5+		Anti-Aircraft, Scythe, Suppression

AF = Accelerated Fire

RF = Rapid Fire

* = Slow Firing

W = Weak Spots

Peugeot AM m1915 Armored Car



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Peugeot AM M1915 Armored Car	1	28	1	33		
Upgrade 1 crewman to Mechanic			0-1#	+7		
Upgrade 1 crewman to Skilled Driver			0-1#	+5		
Upgrade 1 crewman to Expert Gunner			0-1#	+10		

Morale

- Rally 4+
- Aggression 4+
- Tenacity 4+



Resilience 3

Armor

- Front 7
- Side 7
- Top 6

Defensive MGs (2), Open Topped, Tank Terror, Wheeled

Unit	Maneuver	Double Time	Assault	Agility
Peugeot m1915	5"	8"	4"	5+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Central Mount MG	24"	3	2	W	5+		Scythe, Suppression

- limit of 1 expert crew for regulars, 2 for veterans

Unit Special Rules:

Defensive MGs (x) – the vehicle receives a total of (x) attacks in close combat.

Expert Gunner – the vehicle may re-roll any one failed Accuracy Check each time it takes a fire, sustained fire or closing fire action.

Mechanic – the vehicle receives a +1 to Repair Checks.

Open Topped – the vehicle adds an additional suppression marker each time it receives any.

Skilled Driver – vehicle adds +1" to its Maneuver and Double Time moves, and it may re-roll one failed Agility Check per turn.

Tank Terror – the vehicle causes Tank Terror.

Wheeled – the vehicle triples its Double Time movement on roads.

Peugeot AC m1915 Armored Car



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Peugeot AC M1915 Armored Car	1	29	1	34		
Upgrade 1 crewman to Mechanic			0-1#	+7		
Upgrade 1 crewman to Skilled Driver			0-1#	+5		
Upgrade 1 crewman to Expert Gunner			0-1#	+10		

Morale

- Rally 4+
- Aggression 4+
- Tenacity 4+



Resilience 3

Armor

- Front 7
- Side 7
- Top 6

Open Topped, Tank Terror, Wheeled

Unit	Maneuver	Double Time	Assault	Agility
Peugeot m1915	5"	8"	4"	5+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Central Mount 37mm SA18	24"	1	1*	+3	4+	d3	

- limit of 1 expert crew for regulars, 2 for veterans

Unit Special Rules:

Expert Gunner – the vehicle may re-roll any one failed Accuracy Check each time it takes a fire, sustained fire or closing fire action.

Mechanic – the vehicle receives a +1 to Repair Checks.

Open Topped – the vehicle adds an additional suppression marker each time it receives any.

Skilled Driver – vehicle adds +1" to its Maneuver and Double Time moves, and it may re-roll one failed Agility Check per turn.

Tank Terror – the vehicle causes Tank Terror.

Wheeled – the vehicle triples its Double Time movement on roads.

AF = Accelerated Fire

RF = Rapid Fire

* = Slow Firing

W = Weak Spots

Renault AM m1915 Armored Car



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
	Renault AM M1915 Armored Car	1	29	1	34	
Upgrade 1 crewman to Mechanic			0-1#	+7		
Upgrade 1 crewman to Skilled Driver			0-1#	+5		
Upgrade 1 crewman to Expert Gunner			0-1#	+10		

Morale

- Rally 4+
- Aggression 4+
- Tenacity 4+



Resilience 3

Armor

- Front 7
- Side 7
- Top 6

Defensive MGs (2), Open Topped, Tank Terror, Wheeled

Unit	Maneuver	Double Time	Assault	Agility
Renault m1915	6"	9"	4"	6+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Central Mount MG	24"	3	2	W	5+		Anti-Aircraft, Scythe, Suppression

- limit of 1 expert crew for regulars, 2 for veterans

Unit Special Rules:

Defensive MGs (x) – the vehicle receives a total of (x) attacks in close combat.

Expert Gunner – the vehicle may re-roll any one failed Accuracy Check each time it takes a fire, sustained fire or closing fire action.

Mechanic – the vehicle receives a +1 to Repair Checks.

Open Topped – the vehicle adds an additional suppression marker each time it receives any.

Skilled Driver – vehicle adds +1" to its Maneuver and Double Time moves, and it may re-roll one failed Agility Check per turn.

Tank Terror – the vehicle causes Tank Terror.

Wheeled – the vehicle triples its Double Time movement on roads.

Renault AC m1915 Armored Car



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
	Renault AC M1915 Armored Car	1	34	1	40	
Upgrade 1 crewman to Mechanic			0-1#	+7		
Upgrade 1 crewman to Skilled Driver			0-1#	+5		
Upgrade 1 crewman to Expert Gunner			0-1#	+10		

Morale

- Rally 4+
- Aggression 4+
- Tenacity 4+



Resilience 3

Armor

- Front 7
- Side 7
- Top 6

Open Topped, Tank Terror, Wheeled

Unit	Maneuver	Double Time	Assault	Agility
Renault m1915	6"	9"	4"	6+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Central Mount 37mm SA18	24"	1	1*	+3	4+	d3	

- limit of 1 expert crew for regulars, 2 for veterans

Unit Special Rules:

Expert Gunner – the vehicle may re-roll any one failed Accuracy Check each time it takes a fire, sustained fire or closing fire action.

Mechanic – the vehicle receives a +1 to Repair Checks.

Open Topped – the vehicle adds an additional suppression marker each time it receives any.

Skilled Driver – vehicle adds +1" to its Maneuver and Double Time moves, and it may re-roll one failed Agility Check per turn.

Tank Terror – the vehicle causes Tank Terror.

Wheeled – the vehicle triples its Double Time movement on roads.

AF = Accelerated Fire

RF = Rapid Fire

* = Slow Firing

W = Weak Spots

1915-16 Renault AC de 47mm m1915



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Renault AC de 47mm m1915 Armored Car	1	28	1	33		
Upgrade 1 crewman to Mechanic			0-1#	+7		
Upgrade 1 crewman to Skilled Driver			0-1#	+5		
Upgrade 1 crewman to Expert Gunner			0-1#	+10		

Morale	
Rally	4+
Aggression	4+
Tenacity	4+



Resilience	
	3

Armor	
Front	7
Side	7
Top	6

- limit of 1 expert crew for regulars, 2 for veterans

Unit Special Rules:

Expert Gunner – the vehicle may re-roll any one failed Accuracy Check each time it takes a fire, sustained fire or closing fire action.

Mechanic – the vehicle receives a +1 to Repair Checks.

Open Topped – the vehicle adds an additional suppression marker each time it receives any.

Skilled Driver – vehicle adds +1" to its Maneuver and Double Time moves, and it may re-roll one failed Agility Check per turn.

Tank Terror – the vehicle causes Tank Terror.

Unreliable – the vehicle rolls 1d6 when attempting to move Double Time or through difficult terrain. On a 1 it has broken down and makes no further move that turn. A vehicle that breaks down on 2 consecutive turns is immobilized for the remainder of the mission.

Wheeled – the vehicle triples its Double Time movement on roads.

Open Topped, Tank Terror, Unreliable, Wheeled

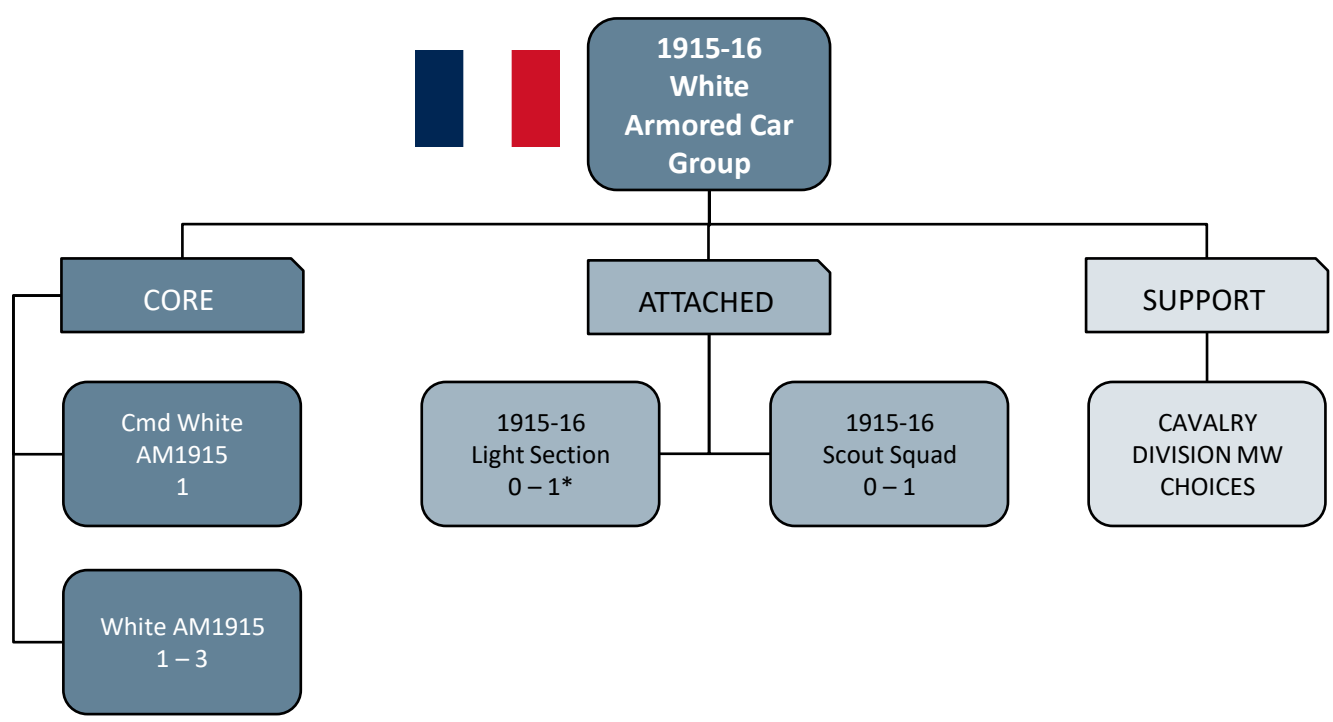
Unit	Maneuver	Double Time	Assault	Agility
Renault de 47mm	5"	8"	4"	6+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Rear Arc 47mm QF Hotchkiss	24"	2	1*	+5	4+	d3	Anti-Aircraft

1915-16 WHITE ARMORED CAR GROUP

National Special Rules – French Metropolitan only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

Command White AM1915 Armored Car



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer	1	16	1	22		
Downgrade Officer to Green	0-1	-7	0-1	-10		
Downgrade Officer to Difficult	0-1	-4	0-1	-5		
Upgrade Officer to Energetic	0-1	+5	0-1	+8		
Upgrade Officer to Inspiring			0-1	+18		
White AM1915 Armored Car	1	51	1	62		
Upgrade 1 crewman to Mechanic			0-1#	+7		
Upgrade 1 crewman to Skilled Driver			0-1#	+5		
Upgrade 1 crewman to Expert Gunner			0-1#	+10		

- limit of 1 expert crew for regulars, 2 for veterans

Unit Special Rules:

Defensive MGs (x) – the vehicle receives a total of (x) attacks in close combat.
Expert Gunner – the vehicle may re-roll any one failed Accuracy Check each time it takes a fire, sustained fire or closing fire action.
Mechanic – the vehicle receives a +1 to Repair Checks.
Reverse Drive – the vehicle may make a reverse move using its full movement rate.

Skilled Driver – vehicle adds +1" to its Maneuver and Double Time moves, and it may re-roll one failed Agility Check per turn.

Tank Terror – the vehicle causes Tank Terror.

Unreliable – the vehicle rolls 1d6 when attempting to move Double Time or through difficult terrain. On a 1 it has broken down and makes no further move that turn. A vehicle that breaks down on 2 consecutive turns is immobilized for the remainder of the mission.

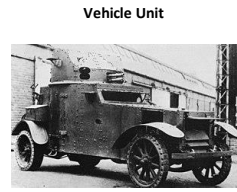
Wheeled – the vehicle triples its Double Time movement on roads.

Morale

Rally 4+
 Aggression 4+
 Tenacity 4+

Formation

Attack +2
 Recon 1



Resilience 3

Armor

Front 7
 Side 7
 Top 7

Defensive MGs (2), Reverse Drive, Tank Terror, Unreliable, Wheeled

Unit	Maneuver	Double Time	Assault	Agility
White AM1915/18	6"	9"	4"	5+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Turret 37mm SA18	24"	2	1*	+3	4+	d3	
Turret MG	24"	3	2	W	5+		Scythe, Suppression

White AM1915 Armored Car



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
White AM1915 Armored Car	1	51	1	62		
Upgrade 1 crewman to Mechanic			0-1#	+7		
Upgrade 1 crewman to Skilled Driver			0-1#	+5		
Upgrade 1 crewman to Expert Gunner			0-1#	+10		

- limit of 1 expert crew for regulars, 2 for veterans

Unit Special Rules:

Defensive MGs (x) – the vehicle receives a total of (x) attacks in close combat.
Expert Gunner – the vehicle may re-roll any one failed Accuracy Check each time it takes a fire, sustained fire or closing fire action.
Mechanic – the vehicle receives a +1 to Repair Checks.

Reverse Drive – the vehicle may make a reverse move using its full movement rate.

Skilled Driver – vehicle adds +1" to its Maneuver and Double Time moves, and it may re-roll one failed Agility Check per turn.

Tank Terror – the vehicle causes Tank Terror.

Unreliable – the vehicle rolls 1d6 when attempting to move Double Time or through difficult terrain. On a 1 it has broken down and makes no further move that turn. A vehicle that breaks down on 2 consecutive turns is immobilized for the remainder of the mission.

Wheeled – the vehicle triples its Double Time movement on roads.

Morale

Rally 4+
 Aggression 4+
 Tenacity 4+



Resilience 3

Armor

Front 7
 Side 7
 Top 7

Defensive MGs (2), Reverse Drive, Tank Terror, Unreliable, Wheeled

Unit	Maneuver	Double Time	Assault	Agility
White AM1915/18	6"	9"	4"	5+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Turret 37mm SA18	24"	2	1*	+3	4+	d3	
Turret MG	24"	3	2	W	5+		Scythe, Suppression

AF = Accelerated Fire

RF = Rapid Fire

* = Slow Firing

W = Weak Spots

1915-16 French Car Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
	Great War Era Car, 2 crew with pistols	1	12	1	14	1
<i>Upgrade entire unit with steel helmets</i>	<i>For unit</i>	<i>+2</i>	<i>For unit</i>	<i>+2</i>	<i>For unit</i>	<i>+2</i>

Morale

Rally 4+
Aggression 5+
Tenacity 6+

Vehicle Unit



Unit Special Rules:

No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

Transport (x) – the vehicle may transport one unit of no more than (x) models in addition to its crew. Weapon teams count their weapon as an additional model. It takes one action to mount or dismount the unit transported – the vehicle does not move and cannot fire, but the transported unit dismounts (is placed anywhere within 6" of any door on the vehicle) or mounts (all models must be within 6" of any door on the vehicle).

Unarmed Transport – the vehicle is removed from play if it is unoccupied, and it has an enemy model within 12". The crew may fight to defend their vehicle, but they will depart with it if it is removed.

Wheeled – the vehicle triples its Double Time movement on roads.

No Head Protection, Unarmed Transport (6), Wheeled

Unit	Maneuver	Double Time	Assault	Agility
Car Team	6"	12"	-	5+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault

1915-16 French Truck Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
	Great War Era Truck, 2 crew with pistols	1	16	1	20	1
<i>Upgrade entire unit with steel helmets</i>	<i>For unit</i>	<i>+2</i>	<i>For unit</i>	<i>+2</i>	<i>For unit</i>	<i>+2</i>

Morale

Rally 4+
Aggression 5+
Tenacity 6+

Vehicle Unit



Unit Special Rules:

No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

Tow (x) – the vehicle may tow one gun unit (and transport its crew) of no more than (x) weight.

Transport (x) – the vehicle may transport one unit of no more than (x) models in addition to its crew. Weapon teams count their weapon as an additional model. It takes one action to mount or dismount the unit transported – the vehicle does not move and cannot fire, but the transported unit dismounts (is placed anywhere within 6" of any door on the vehicle) or mounts (all models must be within 6" of any door on the vehicle).

Unarmed Transport – the vehicle is removed from play if it is unoccupied, and it has an enemy model within 12". The crew may fight to defend their vehicle, but they will depart with it if it is removed.

Wheeled – the vehicle triples its Double Time movement on roads.

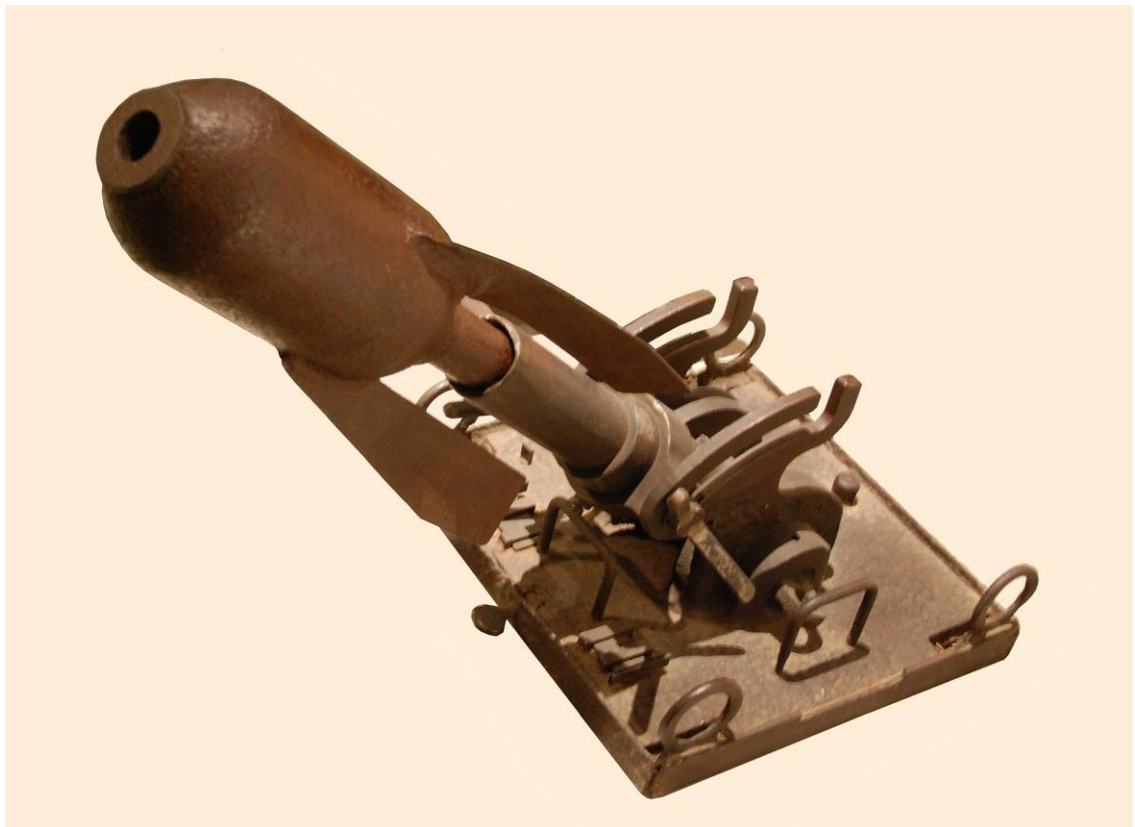
No Head Protection, Tow (H), Unarmed Transport (12), Wheeled

Unit	Maneuver	Double Time	Assault	Agility
Truck Team	6"	10"	-	5+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault

Weapons Units

French Empire 1915-16



Offered by Wasatch Miniatures and GAJO Games

<http://www.gajominis.com>

gajominis@aol.com



1915-16 Metropolitan St. Etienne MG Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
St Etienne MG, NCO + 2 crew	1	27	1	32	1	41
<i>Add Indirect Fire Training</i>					<i>For unit</i>	<i>+3</i>
<i>Upgrade entire unit with steel helmets</i>	<i>For unit</i>	<i>+3</i>	<i>For unit</i>	<i>+3</i>	<i>For unit</i>	<i>+3</i>

Morale	
Rally	4+
Aggression	5+
Tenacity	4+



Fixed, No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Gun Team	-	8"	-	4+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
St Etienne MG	36"	5	2	-	4+		Beaten Zone, Crew 2, Jams, Scythe, Suppression
<i>Firing Indirect</i>	12-48"	1	-	-	5+	d3	Crew 2, Indirect, Suppression

Unit Special Rules:

Fixed – the weapon has a 90-degree firing arc from its facing direction. To fire outside the arc, they must use a maneuver action to change facing, and will use their moving ROF if they then use a fire action.

No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

1915-16 Metropolitan Hotchkiss MG Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Hotchkiss MG, NCO + 2 crew	1	30	1	35	1	43
<i>Add Indirect Fire Training</i>					<i>For unit</i>	<i>+3</i>
<i>Upgrade entire unit with steel helmets</i>	<i>For unit</i>	<i>+3</i>	<i>For unit</i>	<i>+3</i>	<i>For unit</i>	<i>+3</i>

Morale	
Rally	4+
Aggression	5+
Tenacity	4+



Fixed, No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Gun Team	-	8"	-	4+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Hotchkiss MG	36"	5	2	-	4+		Beaten Zone, Crew 2, Scythe, Suppression
<i>Firing Indirect</i>	12-48"	1	-	-	5+	d3	Crew 2, Indirect, Suppression

Unit Special Rules:

Fixed – the weapon has a 90-degree firing arc from its facing direction. To fire outside the arc, they must use a maneuver action to change facing, and will use their moving ROF if they then use a fire action.

No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

1915-16 Colonial St. Etienne MG Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
St Etienne MG, NCO + 2 crew			1	36	1	45
Add Indirect Fire Training					For unit	+3
Upgrade entire unit with steel helmets			For unit	+3	For unit	+3

Morale	
Rally	3+
Aggression	5+
Tenacity	4+



Unit Special Rules:

Fixed – the weapon has a 90-degree firing arc from its facing direction. To fire outside the arc, they must use a maneuver action to change facing, and will use their moving ROF if they then use a fire action.

No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

Fixed, No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Gun Team	-	8"	-	4+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
St Etienne MG	36"	5	2	-	4+		Beaten Zone, Crew 2, Jams, Scythe, Suppression
Firing Indirect	12-48"	1	-	-	5+	d3	Crew 2, Indirect, Suppression

1915-16 Colonial Hotchkiss MG Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Hotchkiss MG, NCO + 2 crew			1	39	1	48
Add Indirect Fire Training					For unit	+3
Upgrade entire unit with steel helmets			For unit	+3	For unit	+3

Morale	
Rally	3+
Aggression	5+
Tenacity	4+



Unit Special Rules:

Fixed – the weapon has a 90-degree firing arc from its facing direction. To fire outside the arc, they must use a maneuver action to change facing, and will use their moving ROF if they then use a fire action.

No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

Fixed, No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Gun Team	-	8"	-	4+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Hotchkiss MG	36"	5	2	-	4+		Beaten Zone, Crew 2, Scythe, Suppression
Firing Indirect	12-48"	1	-	-	5+	d3	Crew 2, Indirect, Suppression

1915-16 Metropolitan 58mm Type 1 Trench Mortar Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
	58mm Type 1 Mortar, NCO and 2 crew	1	15	1	22	1
<i>Upgrade entire unit with steel helmets</i>	<i>For unit</i>	<i>+3</i>	<i>For unit</i>	<i>+3</i>	<i>For unit</i>	<i>+3</i>

Morale

- Rally 4+
- Aggression 5+
- Tenacity 4+



Weapon Unit

Unit Special Rules:

Fixed – the weapon has a 90-degree firing arc from its facing direction. To fire outside the arc, they must use a maneuver action to change facing, and will use their moving ROF if they then use a fire action.

No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

Fixed, No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Weapon Team	-	6"	-	4+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
58mm Type 1 Mortar	12-24"	1	-	+2	4+	d6	Crew 2, Indirect Only, Suppression

1915-16 Metropolitan Type 1bis Trench Mortar Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
	58mm Type 1bis Mortar, NCO and 2 crew	1	20	1	29	1
<i>Upgrade entire unit with steel helmets</i>	<i>For unit</i>	<i>+3</i>	<i>For unit</i>	<i>+3</i>	<i>For unit</i>	<i>+3</i>

Morale

- Rally 4+
- Aggression 5+
- Tenacity 4+



Weapon Unit

Unit Special Rules:

Fixed – the weapon has a 90-degree firing arc from its facing direction. To fire outside the arc, they must use a maneuver action to change facing, and will use their moving ROF if they then use a fire action.

No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

Fixed, No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Weapon Team	-	8"	-	4+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
58mm Type 1bis Mortar	12-36"	1	-	+2	4+	d6	Crew 2, Indirect Only, Smoke, Suppression

AF = Accelerated Fire

RF = Rapid Fire

SS = Single Shot

* = Slow Firing

1915-16 Colonial 58mm Type 1 Trench Mortar Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
58mm Type 1 Mortar, NCO and 2 crew			1	24	1	31
<i>Upgrade entire unit with steel helmets</i>			<i>For unit</i>	<i>+3</i>	<i>For unit</i>	<i>+3</i>

Morale

- Rally 3+
- Aggression 5+
- Tenacity 4+



Weapon Unit

Unit Special Rules:

Fixed – the weapon has a 90-degree firing arc from its facing direction. To fire outside the arc, they must use a maneuver action to change facing, and will use their moving ROF if they then use a fire action.

No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

Fixed, No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Weapon Team	-	6"	-	4+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
58mm Type 1 Mortar	12-24"	1	-	+2	4+	d6	Crew 2, Indirect Only, Suppression

1915-16 Colonial Type 1bis Trench Mortar Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
58mm Type 1bis Mortar, NCO and 2 crew			1	32	1	42
<i>Upgrade entire unit with steel helmets</i>			<i>For unit</i>	<i>+3</i>	<i>For unit</i>	<i>+3</i>

Morale

- Rally 3+
- Aggression 5+
- Tenacity 4+



Weapon Unit

Unit Special Rules:

Fixed – the weapon has a 90-degree firing arc from its facing direction. To fire outside the arc, they must use a maneuver action to change facing, and will use their moving ROF if they then use a fire action.

No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

Fixed, No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Weapon Team	-	8"	-	4+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
58mm Type 1bis Mortar	12-36"	1	-	+2	4+	d6	Crew 2, Indirect Only, Smoke, Suppression

AF = Accelerated Fire

RF = Rapid Fire

SS = Single Shot

* = Slow Firing

1915-16 Stokes Mortar Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
	Stokes Medium Mortar, NCO + 2 crew	1	21	1	31	1
Upgrade entire unit with steel helmets	For unit	+3	For unit	+3	For unit	+3

Morale

- Rally 4+
- Aggression 5+
- Tenacity 4+



Weapon Unit

Unit Special Rules:

Fixed – the weapon has a 90-degree firing arc from its facing direction. To fire outside the arc, they must use a maneuver action to change facing, and will use their moving ROF if they then use a fire action.

No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

Fixed, No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Gun Team	-	6"	-	3+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Stokes 3" Mortar	12-36"	1	-	+2	4+	d6	Crew 2, Indirect Only, Smoke, Suppression

1915-16 Sniper Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
	Sniper Team – Sniper with sniper rifle, Spotter with pistol	1	23	1	27	1
Upgrade entire unit with steel helmets	For unit	+2	For unit	+2	For unit	+2

Morale

- Rally 4+
- Aggression 5+
- Tenacity 4+



Weapon Unit

Unit Special Rules:

Amateurs – the unit will automatically withdraw when it falls below minimum unit strength.

Camouflage – the unit may be placed in ambush in a mission allowing it.

No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

Yield Ground – the unit is ignored for determining who holds an objective.

Amateurs, Camouflage, No Head Protection, Yield Ground

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	-	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
Sniper Rifle	36"	1	-	-	4+		Sniper Rifle, Suppression

AF = Accelerated Fire

RF = Rapid Fire

SS = Single Shot

* = Slow Firing

1916 Metropolitan M1916 37mm Gun Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
	37mm M1916 gun, NCO + 4 crew	1	31	1	40	1
<i>Upgrade entire unit with steel helmets</i>	<i>For unit</i>	<i>+5</i>	<i>For unit</i>	<i>+5</i>	<i>For unit</i>	<i>+5</i>

Morale	
Rally	4+
Aggression	5+
Tenacity	4+

Weapon Unit



Unit Special Rules:

Added Crew – the weapon’s movement ratings reflect a large crew. Reduce the weapon’s Double Time move by 2” and increase its Cross number by one once more than 2 crew figures are casualties.

Fixed – the weapon has a 90-degree firing arc from its facing direction. To fire outside the arc, they must use a maneuver action to change facing, and will use their moving ROF if they then use a fire action.

No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

Added Crew, Fixed, No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Gun Team	2”	8”	-	3+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
37mm M1916 Gun	30”	2	1*	+3	4+	d3	Crew 2

1916 Colonial M1916 37mm Gun Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
	37mm M1916 gun, NCO + 4 crew	1	34	1	44	1
<i>Upgrade entire unit with steel helmets</i>	<i>For unit</i>	<i>+5</i>	<i>For unit</i>	<i>+5</i>	<i>For unit</i>	<i>+5</i>

Morale	
Rally	3+
Aggression	5+
Tenacity	4+

Weapon Unit



Unit Special Rules:

Added Crew – the weapon’s movement ratings reflect a large crew. Reduce the weapon’s Double Time move by 2” and increase its Cross number by one once more than 2 crew figures are casualties.

Fixed – the weapon has a 90-degree firing arc from its facing direction. To fire outside the arc, they must use a maneuver action to change facing, and will use their moving ROF if they then use a fire action.

No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

Added Crew, Fixed, No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Gun Team	2”	8”	-	3+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
37mm M1916 Gun	30”	2	1*	+3	4+	d3	Crew 2

AF = Accelerated Fire

RF = Rapid Fire

SS = Single Shot

* = Slow Firing

Gun Units

French Empire 1915-16



Offered by Wasatch Miniatures and GAJO Games

<http://www.gajominis.com>

gajominis@aol.com



1915-16 75mm mle1897 Field Gun Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
	75mm mle1897 Gun, NCO and 3 crew	1	53	1	76	1
Upgrade entire unit with HE Ammunition (1916)	For unit +7		For unit +10		For unit +13	
Upgrade entire unit with steel helmets	For unit +4		For unit +4		For unit +4	

Morale	
Rally	4+
Aggression	5+
Tenacity	4+



Gun Unit

May only Indirect fire with Shrapnel unless HE ammo is purchased.

Unit Special Rules:

Fixed – the weapon has a 90-degree firing arc from its facing direction. To fire outside the arc, they must use a maneuver action to change facing, and will use their moving ROF if they then use a fire action.

Gun Shield – the weapon provides concealment and protection to its crew from any fire through their forward arc.

No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

Fixed, Gun Shield, No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Gun Team	-	4"	-	5+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
75mm mle1897	54"	2	1	+7	3+	d6	Crew 3, Quick Firing, Scythe, Suppression, Trajectory
Indirect: Shrapnel	24-84"	1	-	-	3+	d6+1	Crew 3, Indirect, Shrapnel, Suppression
Indirect: HE	24-84"	1	-	+2	4+	d6+1	Crew 3, Indirect, Suppression

1915-16 75mm mle1897 Horse Artillery Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
	75mm mle1897 Gun, NCO and 3 crew, Limber	1	59	1	84	1
Upgrade entire unit with HE Ammunition (1916)	For unit +7		For unit +10		For unit +13	
Upgrade entire unit with steel helmets	For unit +4		For unit +4		For unit +4	

Morale	
Rally	4+
Aggression	5+
Tenacity	4+



Gun Unit

May only Indirect fire with Shrapnel unless HE ammo is purchased.

Unit Special Rules:

Fixed – the weapon has a 90-degree firing arc from its facing direction. To fire outside the arc, they must use a maneuver action to change facing, and will use their moving ROF if they then use a fire action.

Gun Shield – the weapon provides concealment and protection to its crew from any fire through their forward arc.

Limber – the model may rotate and shoot with its full rate of fire, suffering an additional -1 to hit.

No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

Fixed, Gun Shield, Limber, No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Gun Team	-	8"	-	4+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
75mm mle1897	54"	2	1	+7	3+	d6	Crew 3, Quick Firing, Scythe, Suppression, Trajectory
Indirect: Shrapnel	24-84"	1	-	-	3+	d6+1	Crew 3, Indirect, Shrapnel, Suppression
Indirect: HE	24-84"	1	-	+2	4+	d6+1	Crew 3, Indirect, Suppression

AF = Accelerated Fire RF = Rapid Fire SS = Single Shot * = Slow Firing

1915-16 65mm mle1906 Mountain Gun Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
65mm mle1906 Gun, NCO and 3 crew, pack animal	1	39	1	55	1	72
Upgrade entire unit with HE Ammunition (1916)	For unit	+3	For unit	+5	For unit	+6
Upgrade entire unit with steel helmets	For unit	+4	For unit	+4	For unit	+4

Morale

Rally 4+
 Aggression 5+
 Tenacity 4+



Fixed, No Head Protection

May only Indirect fire with Shrapnel unless HE ammo is purchased.

Unit Special Rules:

Fixed – the weapon has a 90-degree firing arc from its facing direction. To fire outside the arc, they must use a maneuver action to change facing, and will use their moving ROF if they then use a fire action.

No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

Pack Animal – model may rotate and shoot with its full rate of fire, suffering no penalty to hit.

Unit	Maneuver	Double Time	Assault	Agility
Gun Team	2"	6"	-	3+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
65mm mle1906	48"	2	1	+2	3+	d6	Crew 3, Scythe, Suppression, Trajectory
<i>Indirect: Shrapnel</i>	24-54"	1	-	-	3+	d6+1	Crew 3, Indirect, Shrapnel, Suppression
<i>Indirect: HE</i>	24-54"	1	-	+2	4+	d6+1	Crew 3, Indirect, Suppression

1916 58mm Type 2 Trench Mortar Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
58mm Type 2 Mortar, NCO and 3 crew	1	44	1	63	1	82
Upgrade entire unit with steel helmets	For unit	+4	For unit	+4	For unit	+4

Morale

Rally 4+
 Aggression 5+
 Tenacity 4+



Fixed, No Head Protection

Unit Special Rules:

Fixed – the weapon has a 90-degree firing arc from its facing direction. To fire outside the arc, they must use a maneuver action to change facing, and will use their moving ROF if they then use a fire action.

No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

Unit	Maneuver	Double Time	Assault	Agility
Gun Team	-	4"	-	5+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
58mm Type 2 Mortar	12-48"	1	-	+3	3+	2d6	Crew 3, Indirect Only, Salvo, Smoke, Suppression